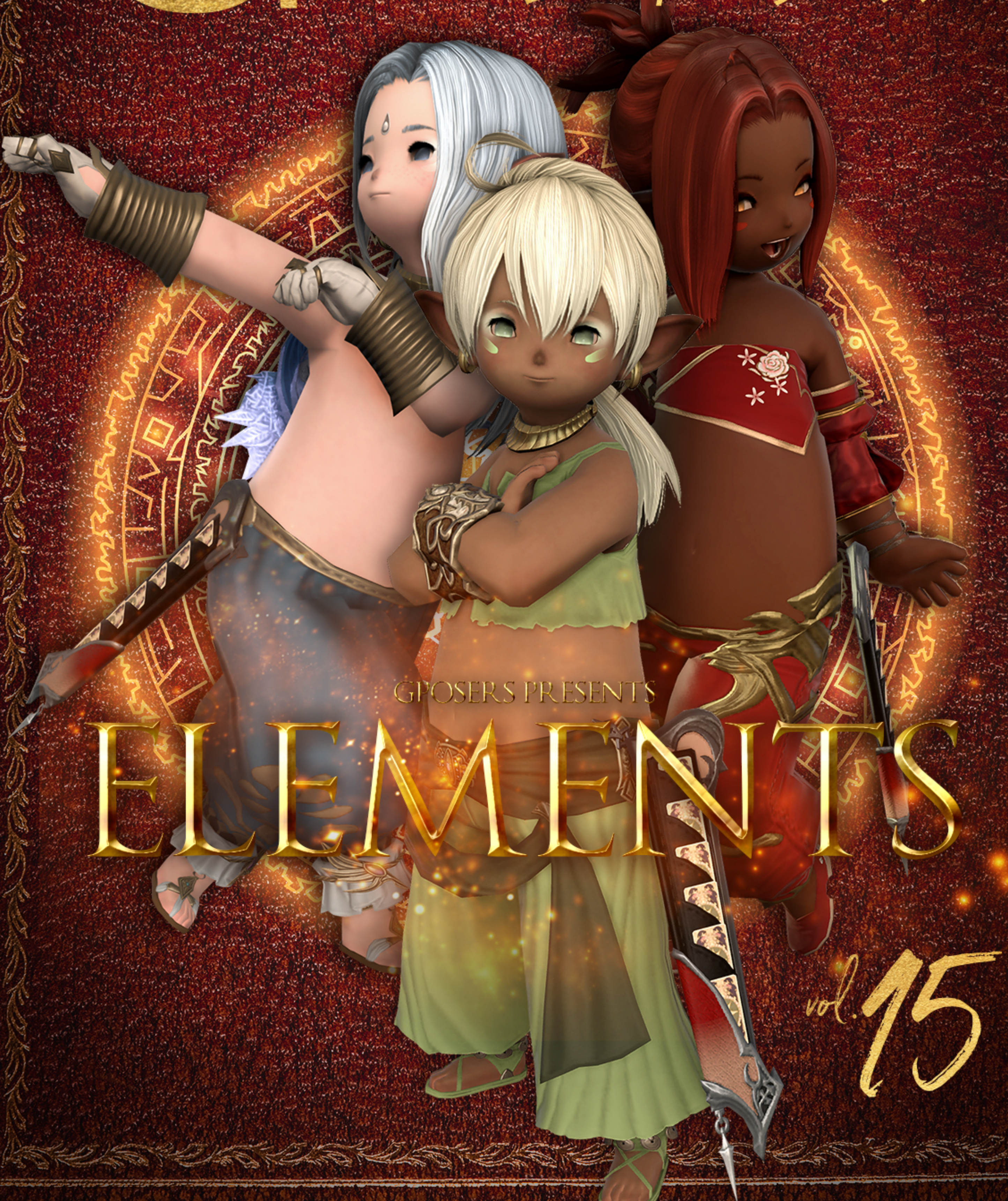
NOV 2019

GPOSERS

ジーポーザーズ



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ELEMENTS

vol. 15

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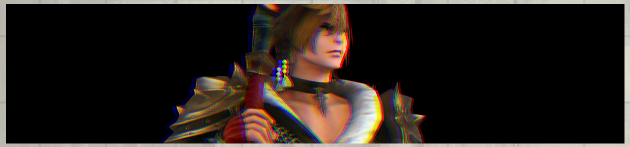
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STAFF
Credits

Marot Satil

Editor, Lead Author, Quality Assurance

Kupaii Satil

Editor, Lead Glam Artist

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Magazine Staff

CONTACT OUR EDITORS ON DISCORD

Alma Emma

Author, Quality Assurance

Full-time Senpai

Author, Quality Assurance

Oshea Haitei

Author, Quality Assurance

Serenaya Carrin

Author, Quality Assurance

Hatash Hyrunashi

Designer

Kiggle Pin

Designer

Kise Sawada

Designer, Photographer

Lady Arkana

Designer, Artist, Author

Meia Mochi

Designer, Quality Assurance

Nami Rin

Designer

Orzel Waltz

Designer

Yomigami Okami

Designer, Photographer

Yulia Rose

Designer, Quality Assurance

Lufreine

Glam Artist, Designer, Quality Assurance

Cutiepoo Usasa

Photographer

Izayoi Ishikawa

Photographer

Leeja Llen

Photographer

Neneko Neko

Photographer

Avianne Veadaux

Quality Assurance

Tachi

Quality Assurance

Minty Mathis

Translator, Quality Assurance

Strawberry Sundae

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You're Invited

to join in creating Final Fantasy XIV's premier monthly fan magazine!

We'll have lots of fun!

THANK YOU

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CHECK US OUT ON SOCIAL MEDIA

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Community
COLLECTION

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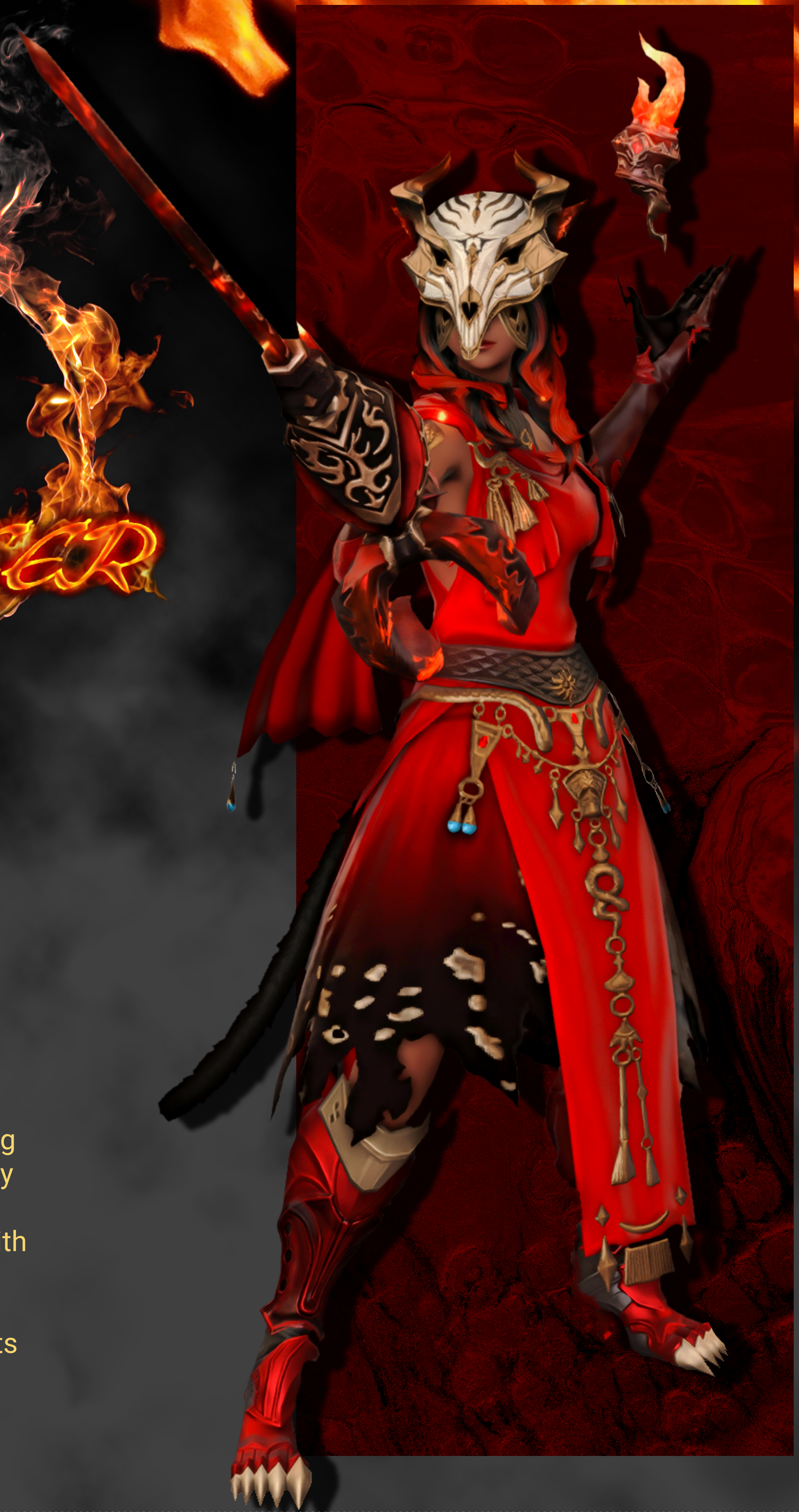
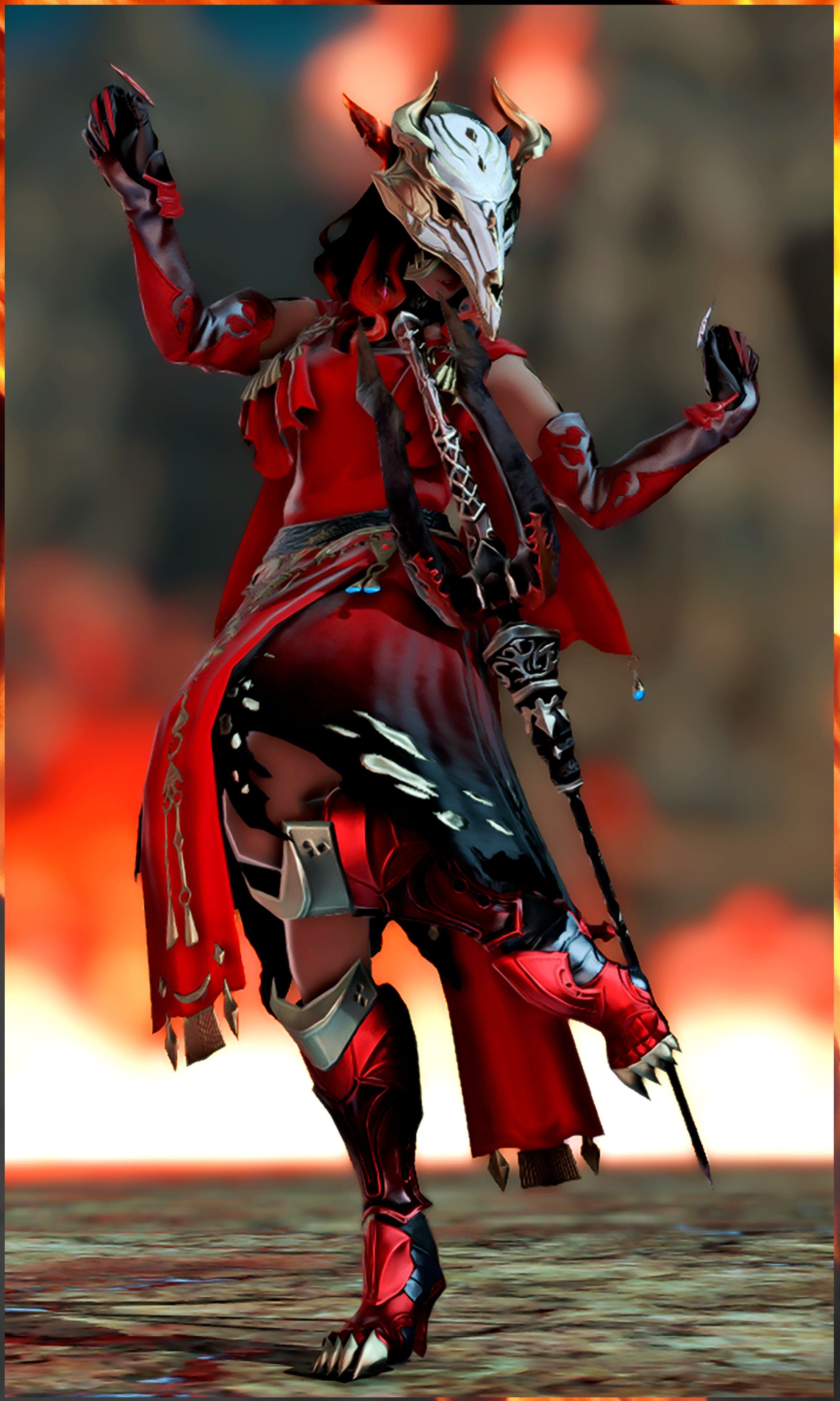
to share your ***XIV Experience*** with us!

COMMUNITY COUTURE

Fiery Fencer

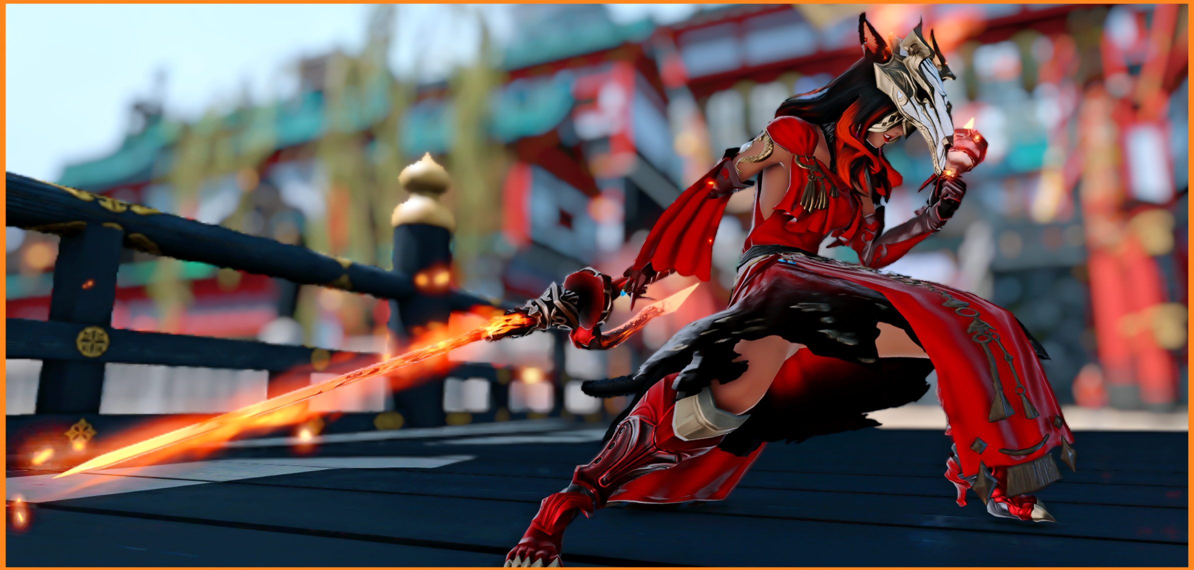


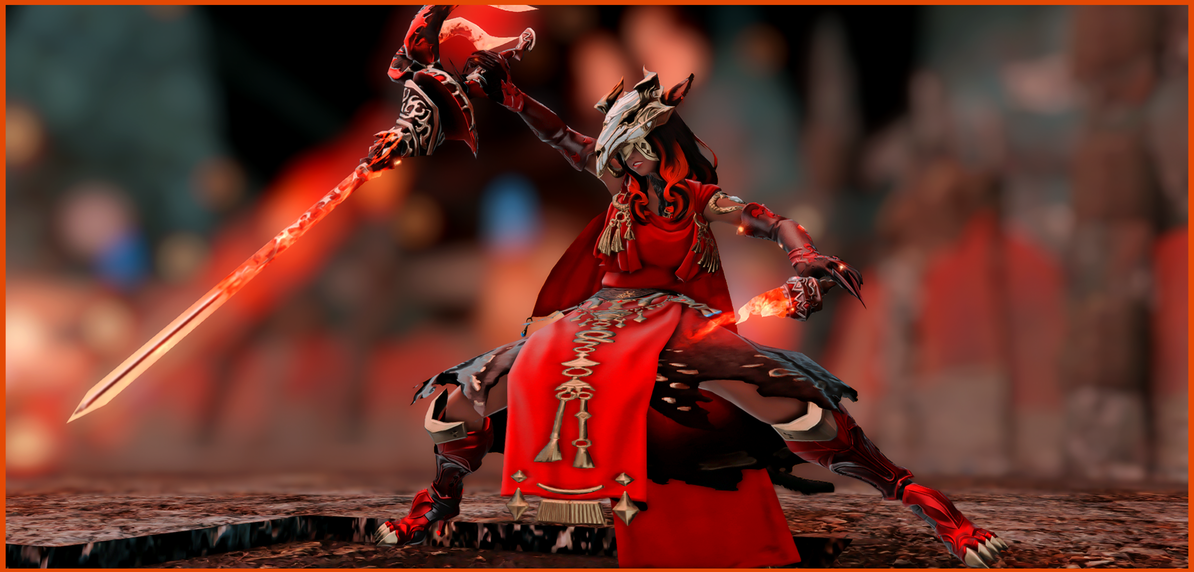


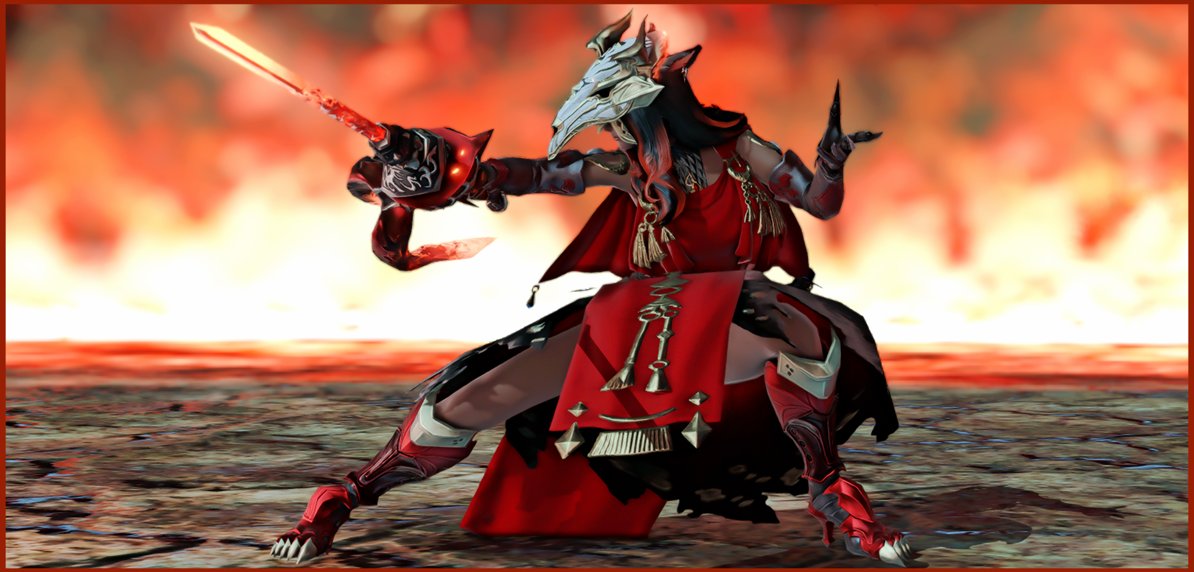
BY FREDDIE FARCELINE
FROM BEHEMOTH

@FFXIV_FARCELINE

Unleash the beast within with a garb full of burning spirit! Wearing echoes of Ifrit and wielding a fiery foil, you'll be sure to strike fear in your foes. Primarily a vivid red with shining gold accents, the color palette shifts to a tattered black, a surefire reminder of what awaits anyone who crosses you.







GEAR LIST
FOR FIERY FENCER

MAIN HAND: INFERNO RAPIER
Obtained: Crafted (GSM Lvl. 50)

HEAD: BONEWICCA WHISPERER'S MASK
Dye: Bone White
Obtained: The Swallow's Compass

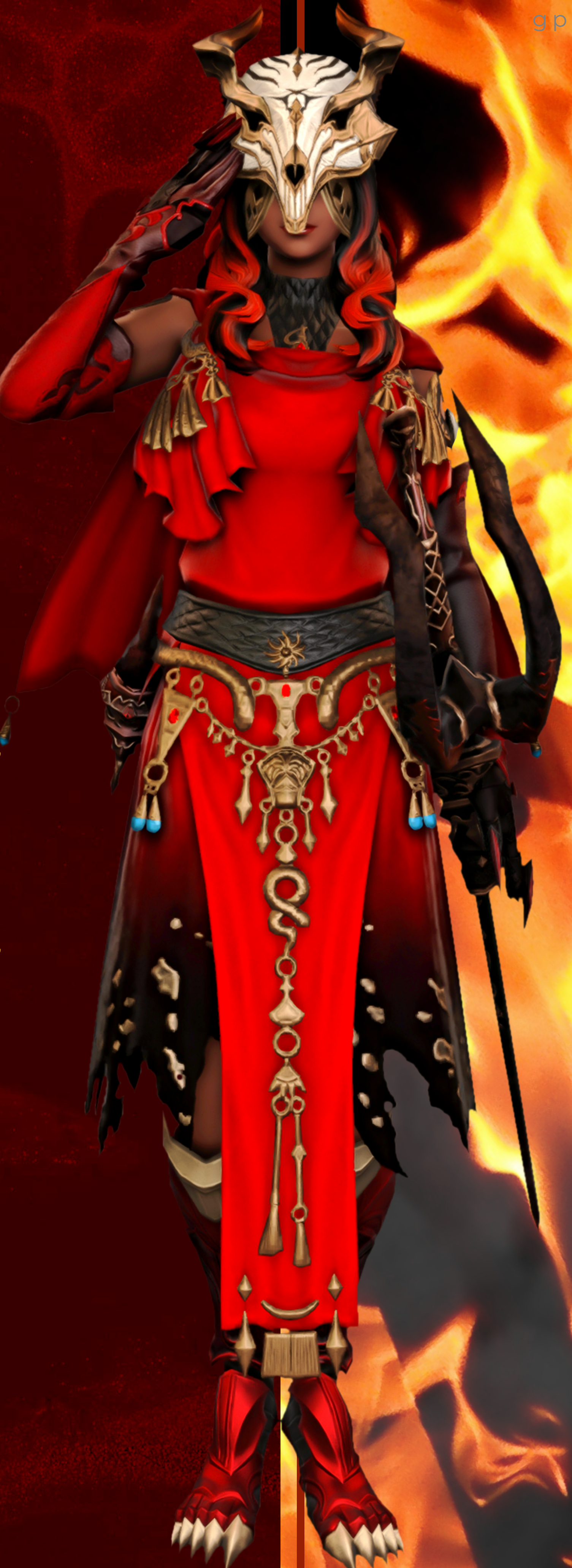
CHEST: REPUBLICAN SIGNIFER'S CHITON
Dye: Dalamud Red
Obtained: Storm Sergeant - Wolves' Den Pier (4,000 Wolf Marks)

GLOVES: GLOVES OF THE BLACK GRIFFIN
Dye: Wine Red
Obtained: Storm Sergeant - Wolves' Den Pier (1,000 Wolf Marks)

PANTS: THE FORGIVEN'S SKIRT OF CASTING
Dye: Dalamud Red
Obtained: Mt. Gulg

SHOES: BONEWICCA WHISPERER'S GREAVES
Dye: Dalamud Red
Obtained: The Swallow's Compass

EARRINGS: PRIMAL EARRINGS OF FENDING
Obtained: Hismena - Idyllshire (180 Poetics Tomes)

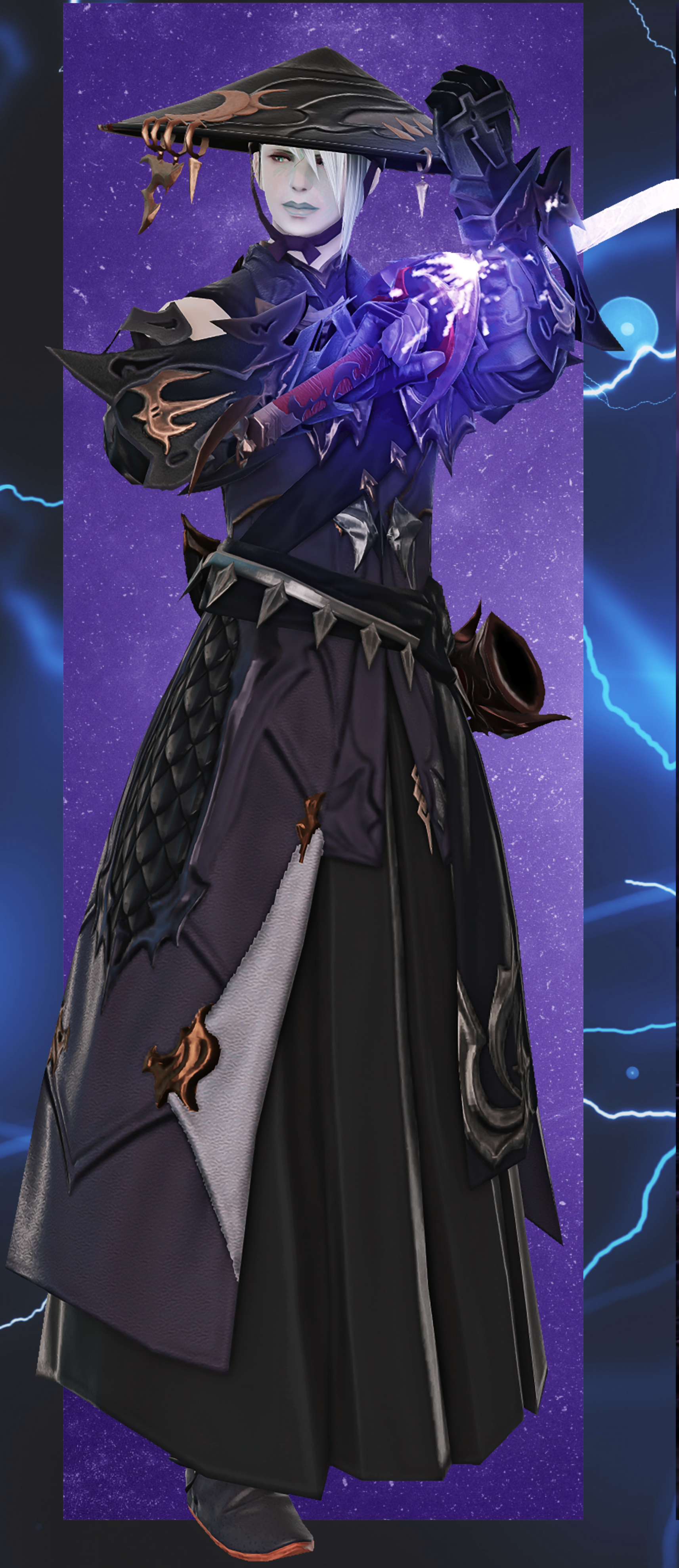


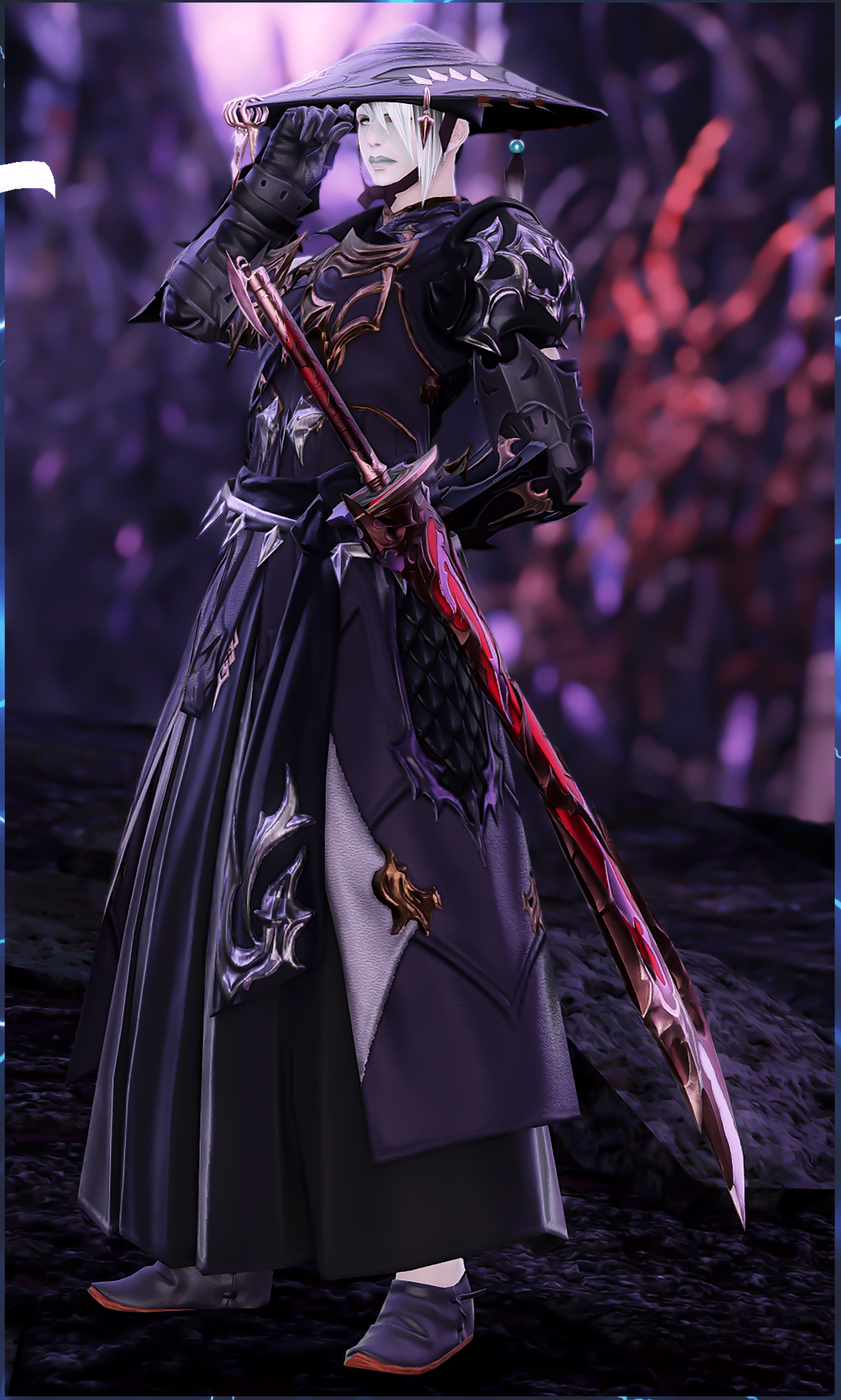
STRIKE AS LIGHTNING

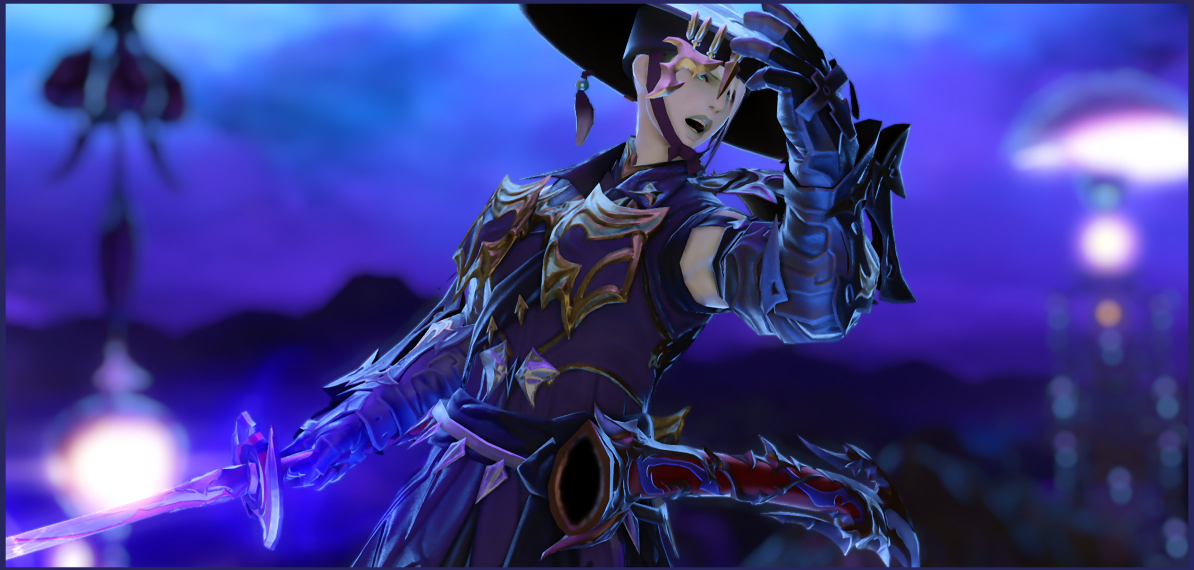
BY MATAHINA UMIGAME
FROM BALMUNG

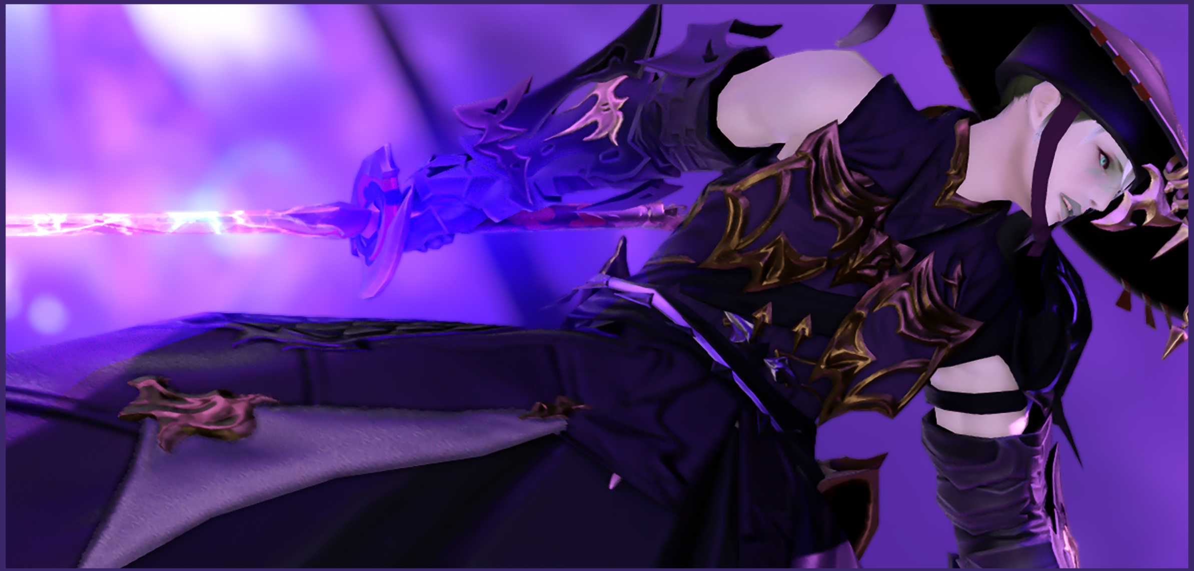
@MATAHINAFFXIV

She was the lightning, elusive and striking fast. This set is for those who wish to wear a reflection of the mantra Strike as Lightning. Forked, jagged edges of purple to streak across the sky as you leave your foes trailing in your wake like thunder, never to catch you.

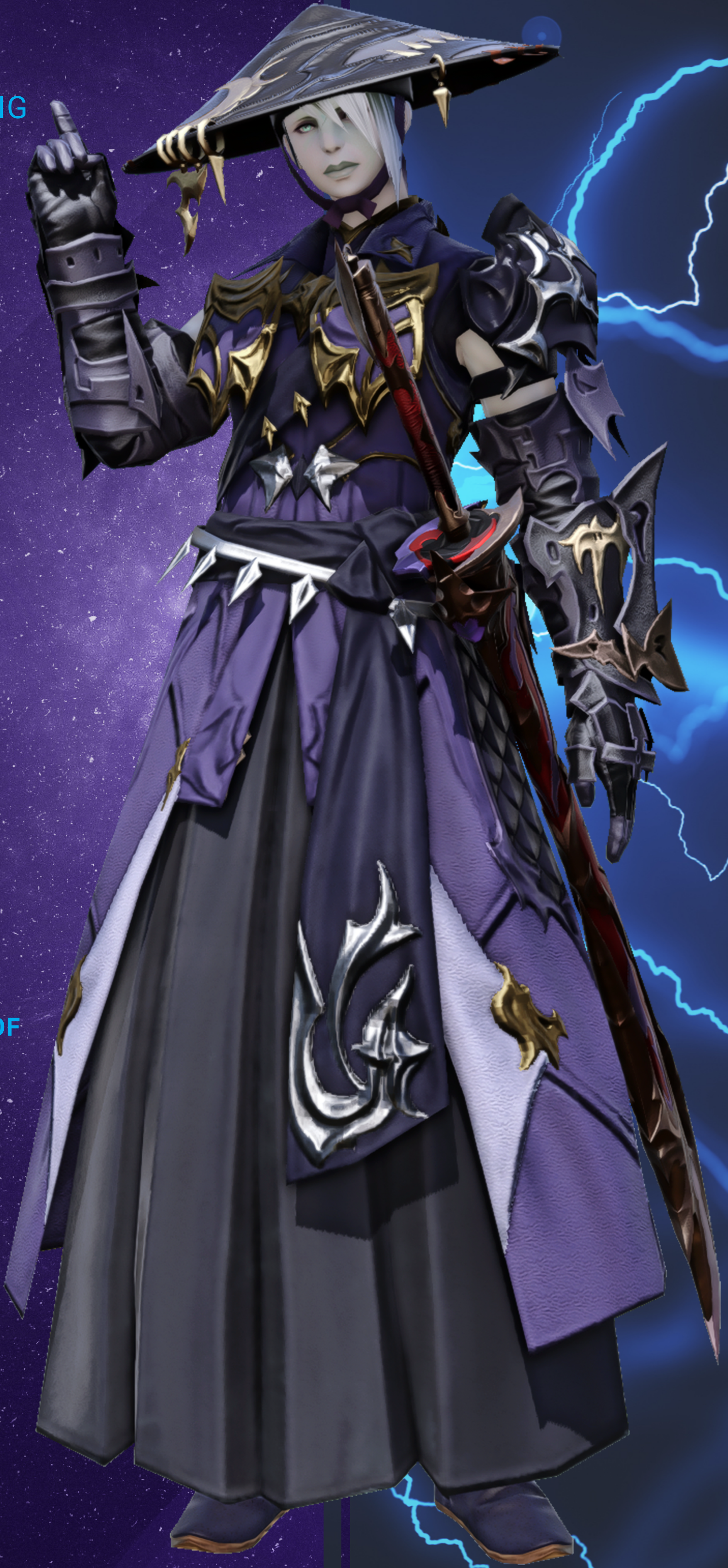








GEAR LIST
FOR STRIKE AS LIGHTNING



MAIN HAND: MIGHTY THUNDERSTROKE
Obtained: Crafted (BSM Lvl. 50)

HEAD: ANTIQUATED MYOCHIN JINGASA
Obtained: The Battle on Bekko
(Samurai Job Quest)

CHEST: REPLICA DREADWYRM CYCLAS OF STRIKING
Dye: Gloom Purple
Obtained: Crafted (LTW Lvl. 60)

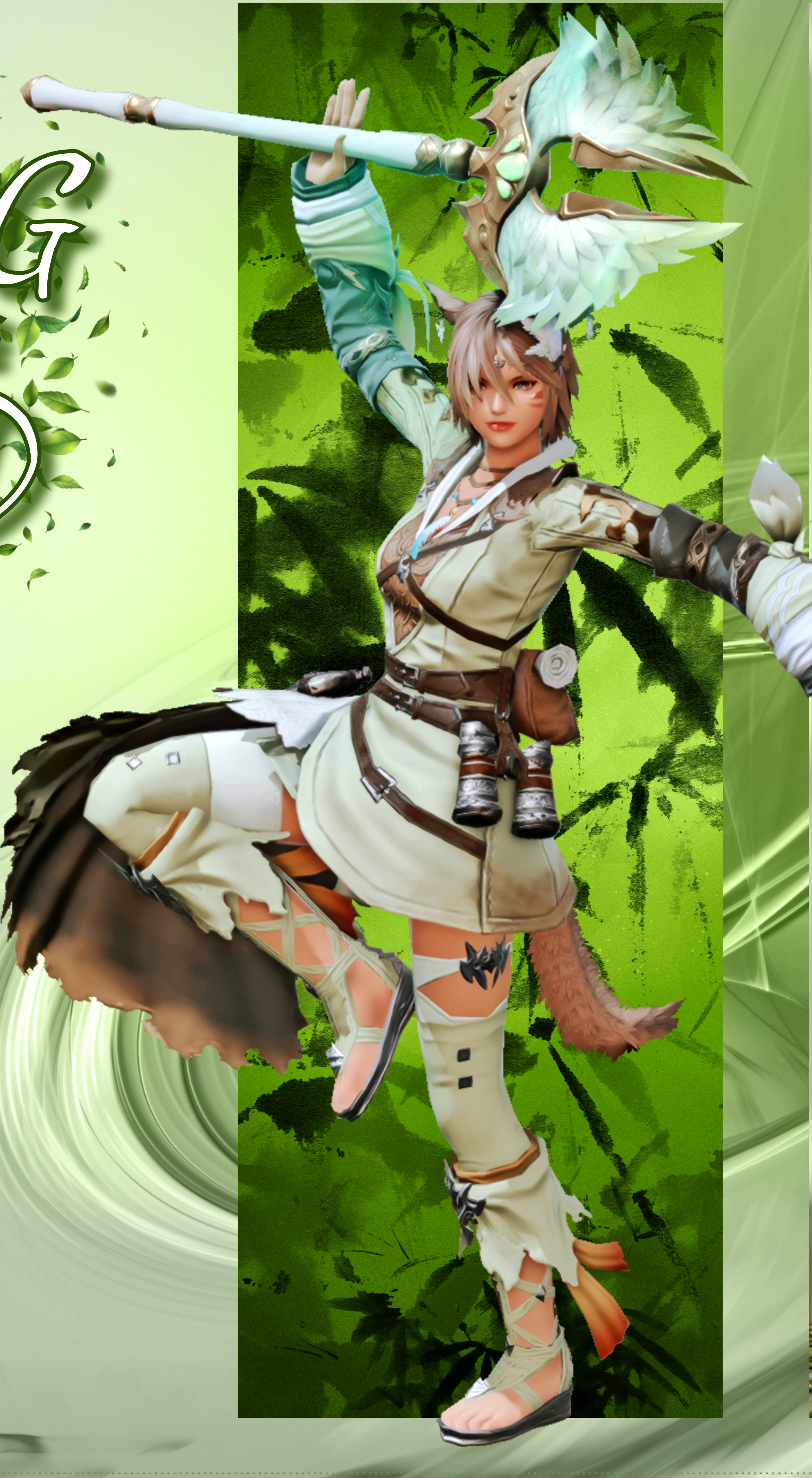
GLOVES: REPLICA HIGH ALLAGAN GAUNTLETS OF STRIKING
Dye: Gloom Purple
Obtained: Crafted (ARM Lvl 60)

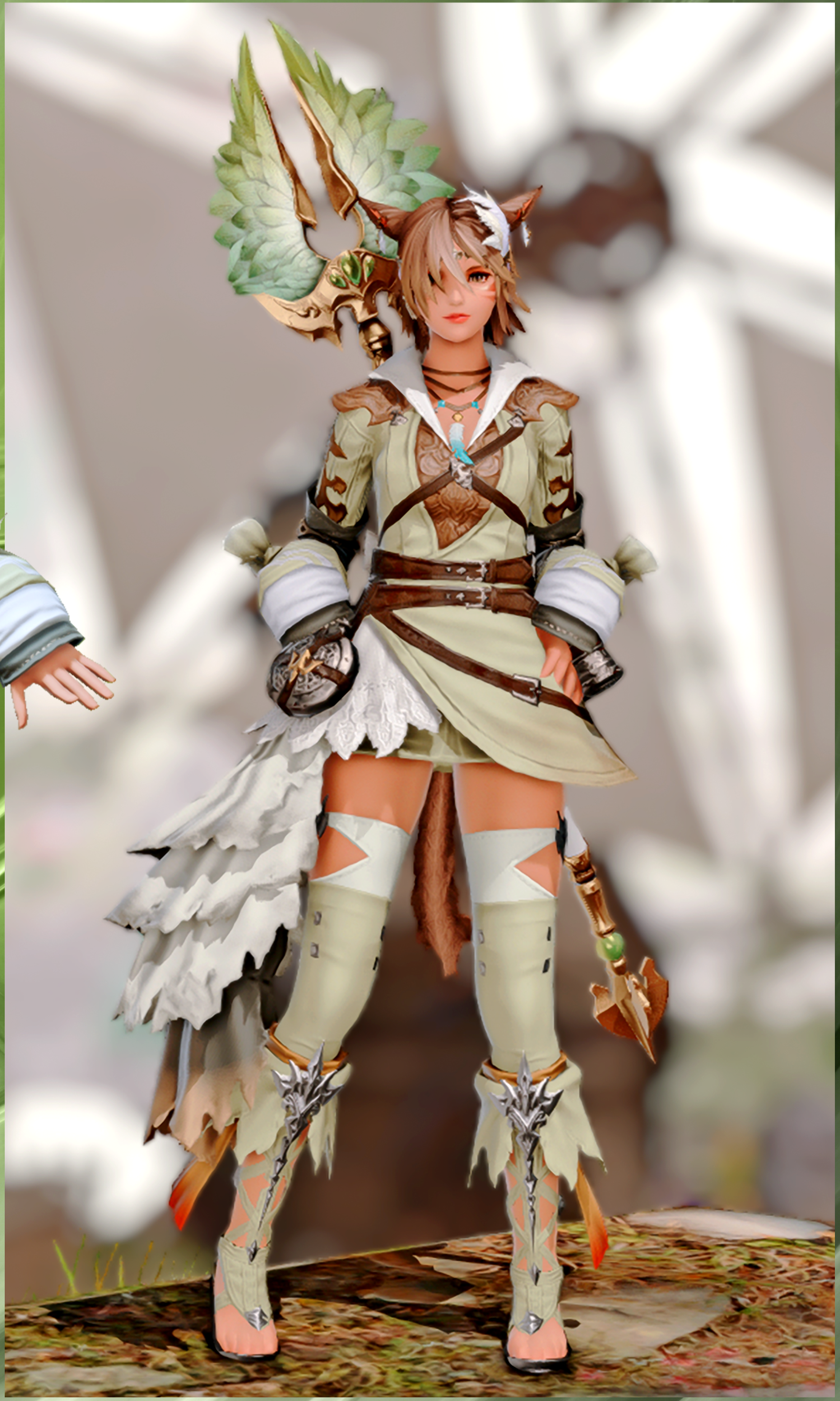
PANTS: RAKSHASA HAKAMA OF STRIKING
Obtained: Crafted (WVR Lvl. 70)

SHOES: HARD LEATHER ESPADRILLES
Dye: Gloom Purple
Obtained: Crafted (LTW Lvl. 17) /
Domitien - Old Gridania (384 Gil)

A SONG IN THE WIND

BY DIAMOND MOONROSE
FROM FAMFRIT





Embrace the wind on the battlefield with this flowy, pastel green set. Your enemies scoff as they feel a mere breeze in their hair, but before they can react, that gentle breeze starts to howl with the might of Garuda herself. You are a song in the wind, and you will be heard.

GEAR LIST
FOR A SONG IN THE WIND

MAIN HAND: HEART OF THE VORTEX
Obtained: Crafted (GSM Lvl. 50)

HEAD: EDENGRACE TEMPLE CHAIN OF HEALING
Obtained: Eden's Gate: Descent (Savage) / Eden's Gate: Inundation (Savage)

CHEST: EXPEDITIONER'S TABARD
Dye: Sylph Green
Obtained: Crafted (WVR Lvl. 60)

GLOVES: THALIAK'S ARMLETS OF HEALING
Dye: Sylph Green
Obtained: Storm Sergeant - Wolves' Den Pier (1,500 Wolf Marks)

PANTS: MIQO'TE LOINCLOTH
Dye: Sylph Green
Obtained: Maisenta - New Gridania (45 Gil)

SHOES: THE FORGIVEN'S SANDALS OF HEALING
Dye: Sylph Green
Obtained: Mt. Gulg

EARRINGS: PETALITE EARRINGS OF HEALING
Obtained: Crafted (GSM Lvl. 78)

UMBRAL

Something beyond calls. You've heard it before, and for too long you have given pause, for now it is a part of you. Black as night will be your garb, seething with eternal damnation as you feast upon the aether(-ic cookies) of those unfortunate enough to cross your path. For you are of the Void, and your fate is sealed.

GEAR LIST
FOR UMBRAL

MAIN HAND: TITANBRONZE MUSKETOON
Dye: General-purpose Jet Black
Obtained: Crafted (BSM Lvl. 76)

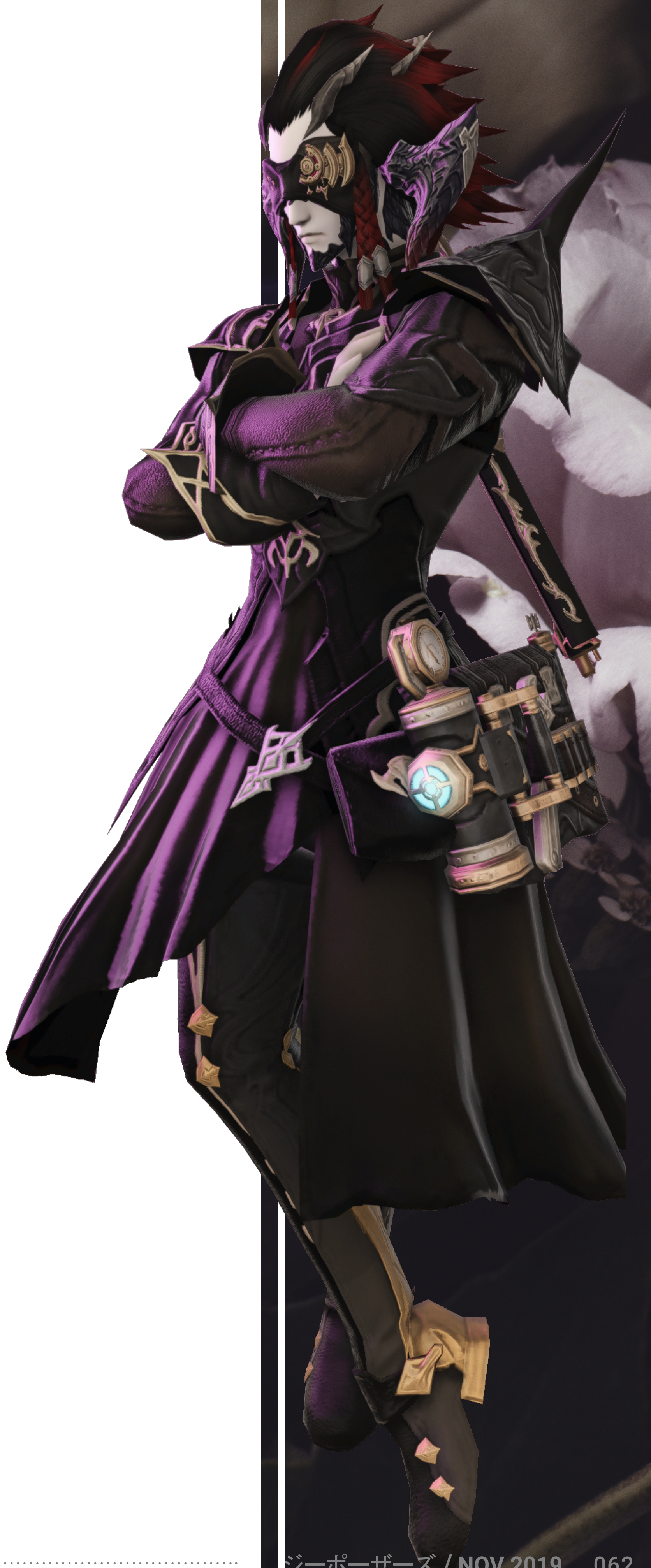
HEAD: MIDAN GOGGLES OF AIMING
Dye: General-purpose Jet Black
Obtained: Alexander - The Arm of the Son (Savage)

CHEST: OSCHON'S MAIL OF AIMING
Dye: General-purpose Jet Black
Obtained: Storm Private - Wolves' Den Pier (3,000 Wolf Marks)

GLOVES: TRUE GRIFFIN BRACERS OF AIMING
Dye: General-purpose Jet Black
Obtained: Crafted (LTW Lvl. 60)

PANTS: ALTERED WOOLEN TROUSERS
Dye: General-purpose Jet Black
Obtained: Crafted (WVR Lvl. 43)

SHOES: EIKON LEATHER THIGHBOOTS OF AIMING
Dye: General-purpose Jet Black
Obtained: Crafted (LTW Lvl. 60)



CORRUPT

Born from the corruption of aether, you are a conqueror of fate, an explosive power that can be reaped. Take your destiny into your own hands and abandon all fear while harnessing the limitless energy for yourself. Only the strong may survive, and you will let nothing stand in your way.

GEAR LIST
FOR CORRUPT

MAIN HAND: EMPYREAN GREATSWORD
Obtained: Confederate Custodian - Crick - The Ruby Sea (10x Empyrean Aetherpool Grips)

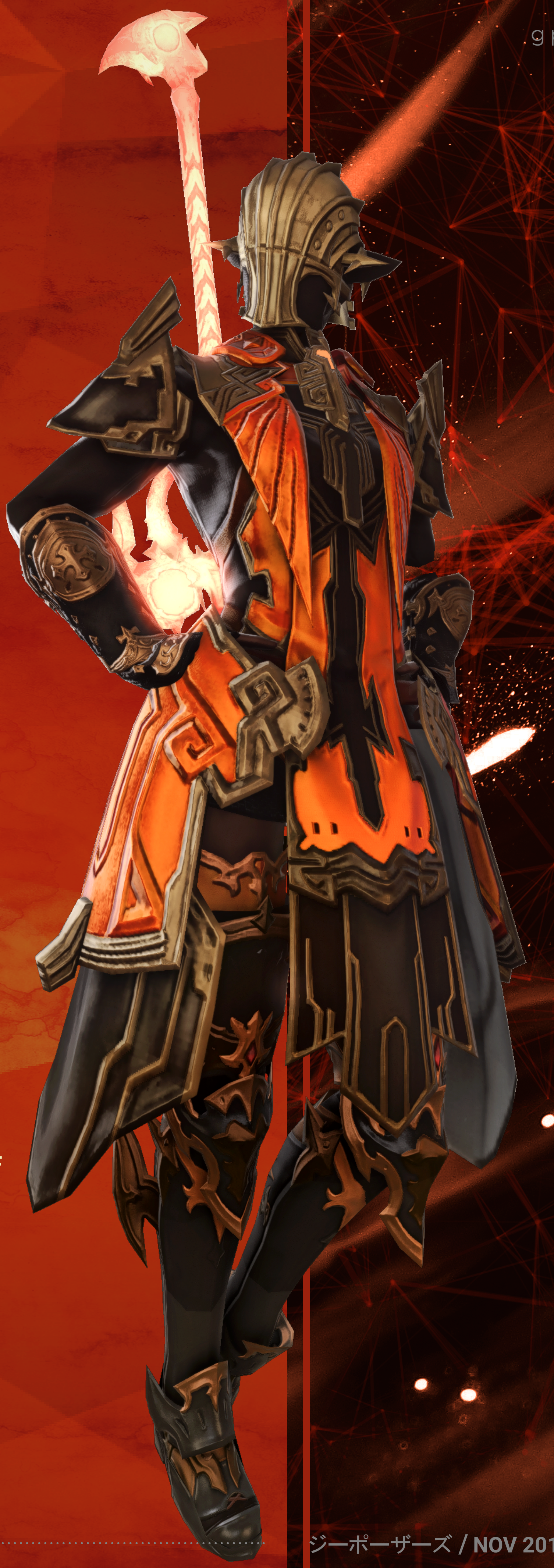
HEAD: SKY PIRATE'S HELM OF FENDING
Obtained: Crafted (ARM Lvl. 60)

CHEST: RONKAN MAIL OF FENDING
Dye: General-purpose Metallic Orange
Obtained: Aymark - Eulmore (410 Goetia Tomes)

GLOVES: ALA MHIGAN FINGERLESS GLOVES OF FENDING
Dye: General-purpose Jet Black
Obtained: Billebaut - Rhalgr's Reach (35 Centurio Seals)

PANTS: FACET CHAIN HOSE OF FENDING
Dye: General-purpose Metallic Orange
Obtained: Crafted (LTW Lvl. 80)

SHOES: FACET SABATONS OF FENDING
Dye: General-purpose Jet Black
Obtained: Crafted (ARM Lvl. 80)



FIRE

You're hot stuff and you know it, so burn your way into the hearts of those around you! Whether the fire inside you is warm and gentle, or a raging inferno, ready to lay waste to any enemy in your path, you need not fear it being quenched while wearing this guise.

GEAR LIST
FOR FIRE

MAIN HAND: NIGHTSTEEL CLAWS
Dye: General-purpose
Metallic Orange
Obtained: Crafted (BSM Lvl.70)

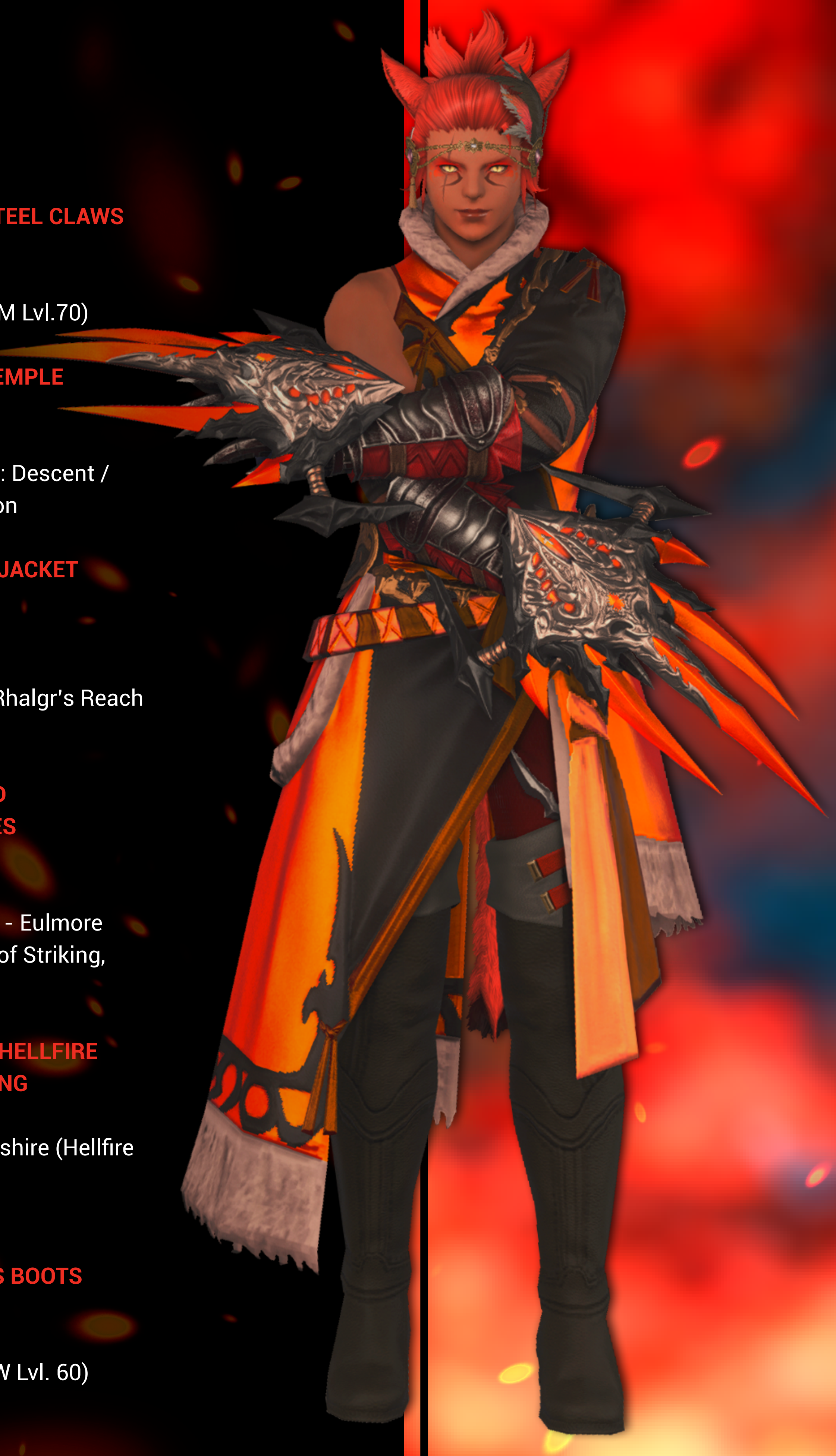
HEAD: EDENGRACE TEMPLE CHAIN OF STRIKING
Dye: Soot Black
Obtained: Eden's Gate: Descent / Eden's Gate: Inundation

CHEST: ALA MHIGAN JACKET OF STRIKING
Dye: General-purpose
Metallic Orange
Obtained: Billebaut - Rhalgr's Reach (60 Centurio Seals)

GLOVES: AUGMENTED DEEPSHADOW GLOVES OF STRIKING
Dye: Dalamud Red
Obtained: Shee-Tatch - Eulmore (Deepshadow Gloves of Striking, Deepshadow Twine)

PANTS: AUGMENTED HELLFIRE BREECHES OF STRIKING
Dye: Wine Red
Obtained: Seika - Idyllshire (Hellfire Breeches of Striking, Illuminati Twine)

SHOES: SKY PIRATE'S BOOTS OF STRIKING
Dye: Soot Black
Obtained: Crafted (LTW Lvl. 60)



Wind

Like the wind, your spirit is free; in your wake, life flourishes. Yet the wind itself ranges from a midsummer's breeze to violent whirlwinds, both sides of which you should have no trouble embodying after donning this light set of gear.

GEAR LIST
FOR WIND

MAIN HAND: BOW OF THE WANDERER
Dye: Ochu Green
Obtained: Storm Sergeant - Wolves' Den Pier (2,000 Wolf Marks)

HEAD: AUGMENTED CHORAL CHAPEAU
Dye: Deepwood Green
Obtained: Kakalan - Revenant's Toll - Mor Dhona (Choral Chapeau, Choral Attire Augmentation)

CHEST: SWALLOWSKIN COAT
Dye: Ochu Green
Obtained: Storm Private - Wolves' Den Pier (3,000 Wolf Marks)

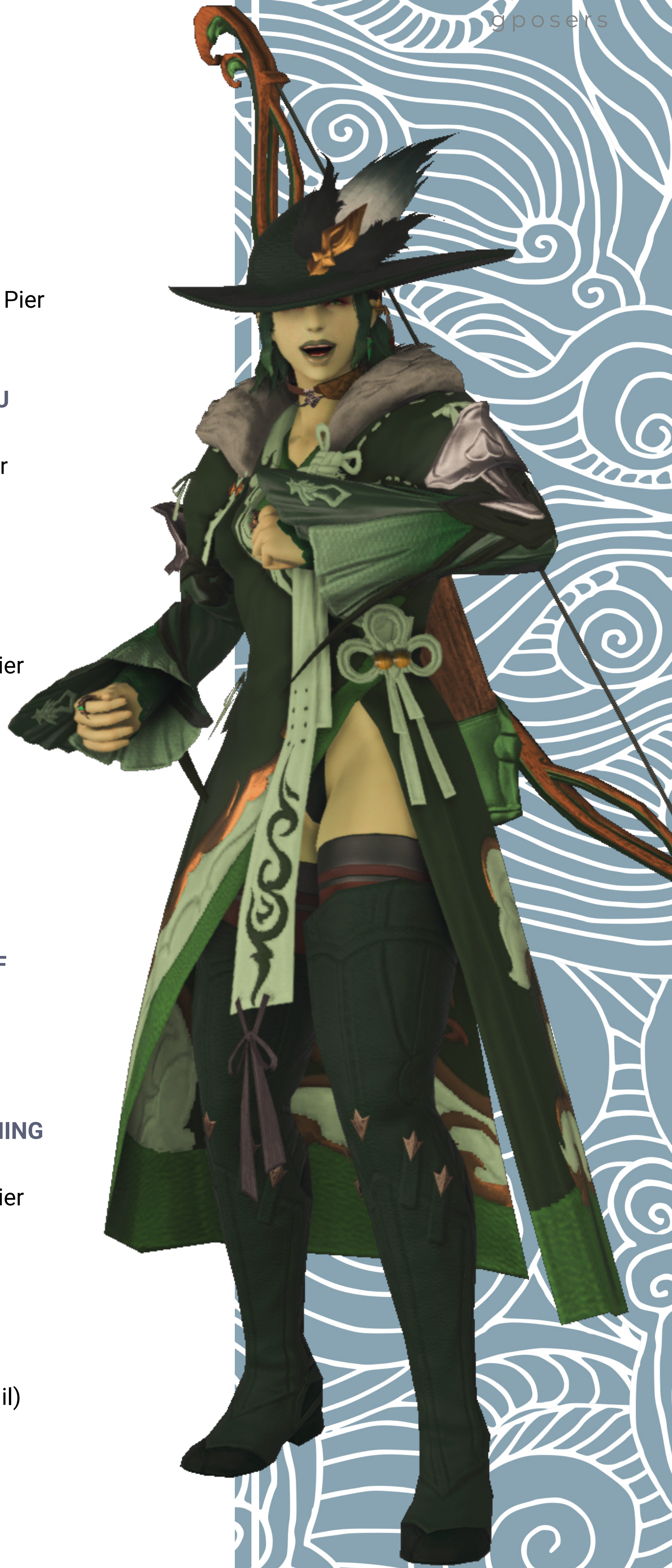
GLOVES: SWALLOWSKIN GLOVES
Dye: Hunter Green
Obtained: Seika - Idyllshire (Torrent Armguards of Aiming, Illuminati Taut Gobtwine)

PANTS: YORHA TYPE-51 TROUSERS OF AIMING
Dye: Deepwood Green
Obtained: The Copied Factory

SHOES: OSCHON'S SOLLERETS OF AIMING
Dye: Deepwood Green
Obtained: Storm Private - Wolves' Den Pier (1,000 Wolf Marks)

EARRINGS: DIASPORE EARRINGS OF AIMING
Obtained: Crafted (GSM Lvl. 72) / Pixie Hoarder - Lydha Lran - Il Mheg (17,032 Gil)

NECK: NABAATH CHOKER OF AIMING
Obtained: Malikah's Well



Astral

Blinding white and gold are colors associated with those who have been exposed to too much highly polarized astral aether, yet few sin eaters will look this good after falling to the light!

GEAR LIST
FOR ASTRAL

MAIN HAND: PADJALI BLADE
Obtained: E-Una-Kotor - Quarrymill - South Shroud (3 Aetherpool Grips)

OFF HAND: PADJALI SHIELD
Obtained: E-Una-Kotor - Quarrymill - South Shroud (3 Aetherpool Grips)

HEAD: PAGOS CIRCLET
Dye: General-purpose Pure White
Obtained: Eureka Pagos Lockboxes

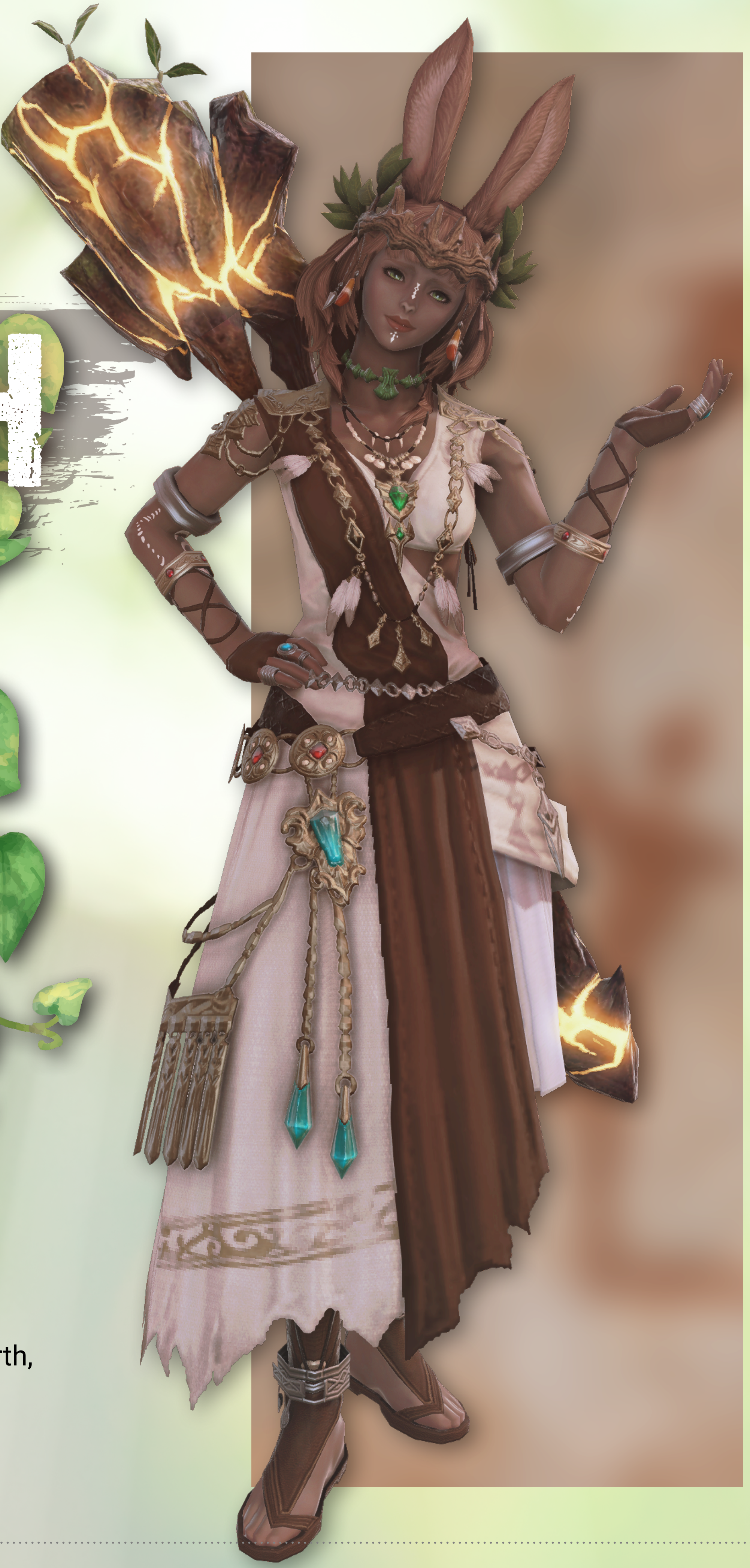
CHEST: SKALLIC COAT OF FENDING
Dye: General-purpose Pure White
Obtained: The Drowned City of Skalla

GLOVES: SKALLIC ARMGUARDS OF FENDING
Dye: General-purpose Pure White
Obtained: The Drowned City of Skalla

PANTS: LINEN TIGHTS
Dye: General-purpose Pure White
Obtained: Crafted (WVR Lvl. 35) / Domitien - Old Gridania (2,375 Gil)

SHOES: ISHGARDIAN THIGHBOOTS
Dye: General-purpose Pure White
Obtained: Gold Saucer Attendant - Gold Saucer (30,000 MGP)

EARTH



The notion that the element of earth is associated with rock and soil is a common one, but as this stunning ensemble demonstrates, without earth, from whence would plants grow?

GEAR LIST
FOR EARTH

MAIN HAND: TREMOR CANE
Obtained: Crafted (ALC Lvl. 50)

HEAD: SERPENT ELITE'S CIRCLET
Obtained: Hunt Billmaster - New Gridania (600 Allied Seals)

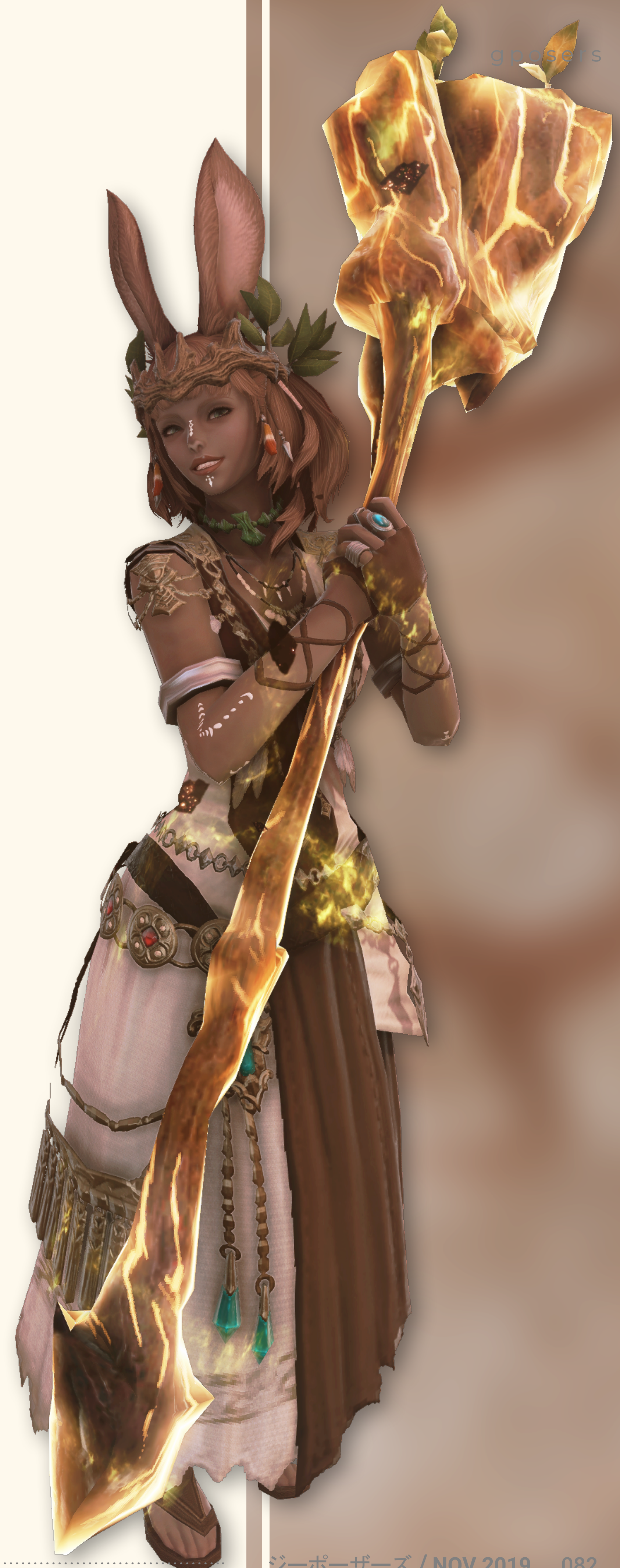
CHEST: STAR VELVET HIMATION OF HEALING
Dye: Loam Brown
Obtained: Crafted (WVR Lvl. 60)

GLOVES: RAVEL KEEPER'S HALFGLOVES OF HEALING
Dye: Loam Brown
Obtained: The Qitana Ravel

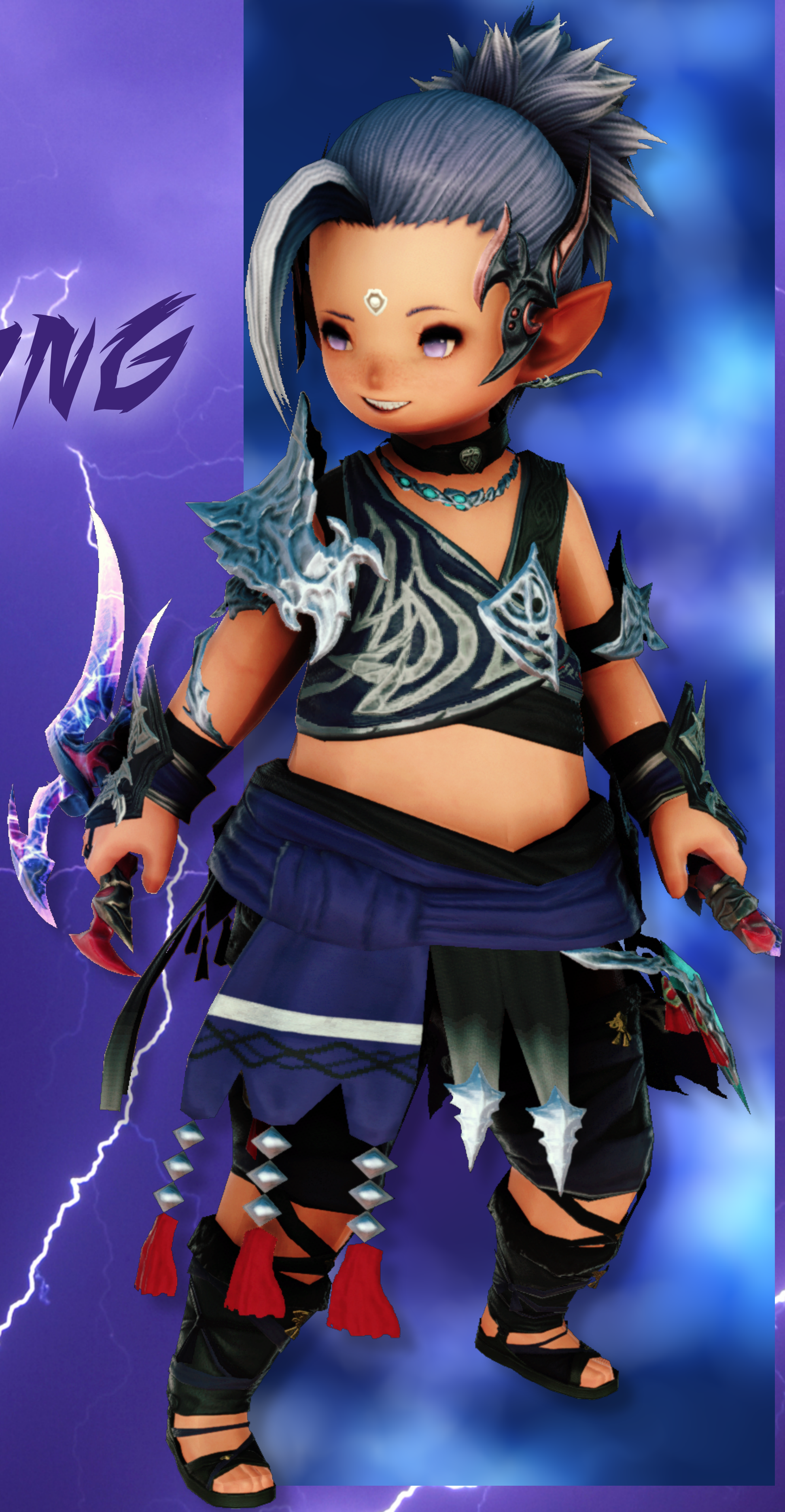
PANTS: FAR EASTERN BEAUTY'S KOSHITA
Dye: Loam Brown
Obtained: Mog Station

SHOES: RAVEL KEEPER'S SANDALS OF HEALING
Dye: Loam Brown
Obtained: The Qitana Ravel

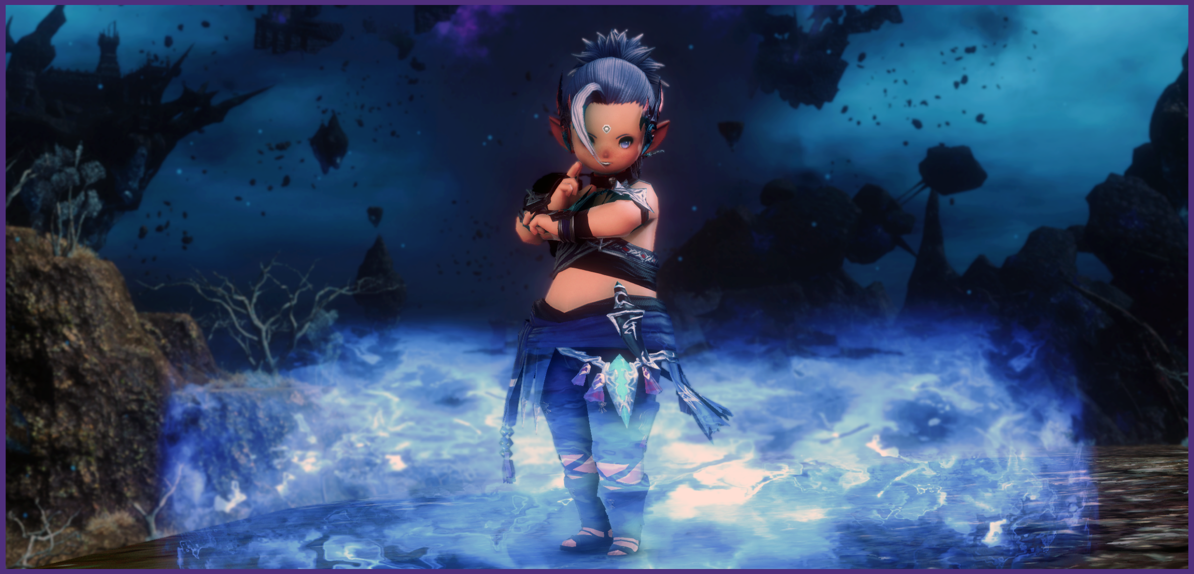
NECK: IMPERIAL JADE NECKLACE OF HEALING
Obtained: Crafted (GSM Lvl. 70)



LIGHTNING



Not to be confused with a certain interdimensional traveller of many burdens, this glamour's sharp edges, brilliant purple hues, and air of agility make it the perfect example of how we perceive the element of lightning.



GEAR LIST
FOR LIGHTNING

MAIN HAND: MIGHTY THUNDERSPARKS
Obtained: Crafted (BSM Lvl. 50)

HEAD: YANXIAN HACHIGANE OF SCOUTING
Dye: Currant Purple
Obtained: Doma Castle

CHEST: DEMON CHESTPIECE OF SCOUTING
Obtained: The World of Darkness

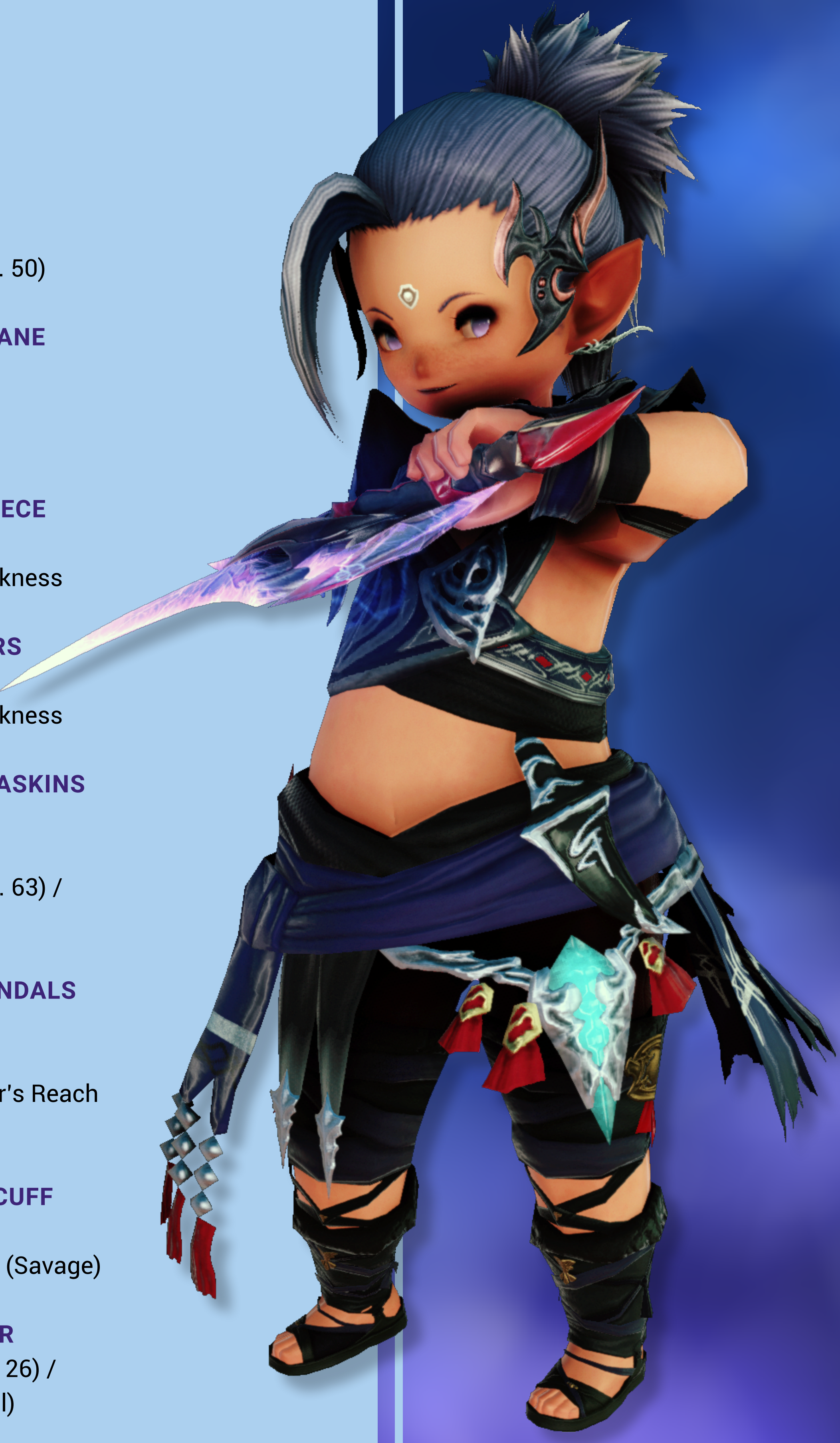
GLOVES: DEMON BRACERS OF SCOUTING
Obtained: The World of Darkness

PANTS: RUBY COTTON GASKINS OF SCOUTING
Dye: Wine Red
Obtained: Crafted (WVR Lvl. 63) /
Muto - Kugane (34,630 Gil)

SHOES: ALA MHIGAN SANDALS OF SCOUTING
Dye: Currant Purple
Obtained: Billebaut - Rhalgr's Reach
(35 Centurio Seals)

EARRINGS: OMEGA EAR CUFF OF AIMING
Obtained: Alphascape V1.0 (Savage)

NECK: GOATSKIN CHOKER
Obtained: Crafted (LTW Lvl. 26) /
Ilorie - Old Gridania (897 Gil)



WATER

When we think of water, most of us imagine gently flowing rivers or a calm shore. However, this attire may be more familiar to hardened sailors who have come to know the strength and power of the raging seas.

GEAR LIST
FOR WATER

MAIN HAND: TIDAL WAVE HARPOON
Obtained: The Whorleater (Extreme)

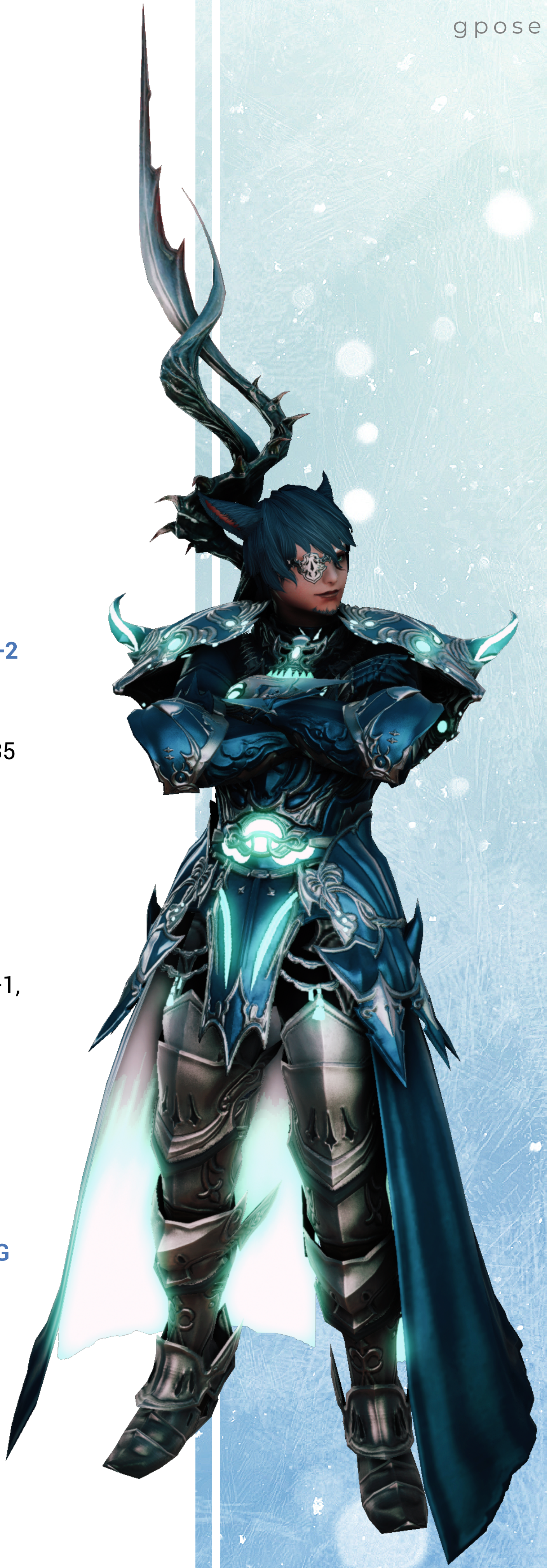
HEAD: GRYPHONSKIN EYEPATCH
Dye: General-purpose Metallic Silver
Obtained: Crafted (LTW Lvl. 50)

CHEST: ELEMENTAL ARMOR OF MAIMING +2
Dye: Peacock Blue
Obtained: Expedition Artisan - Eureka - Hydatos (Elemental Armor of Maiming +1, 35 Eureka Fragments)

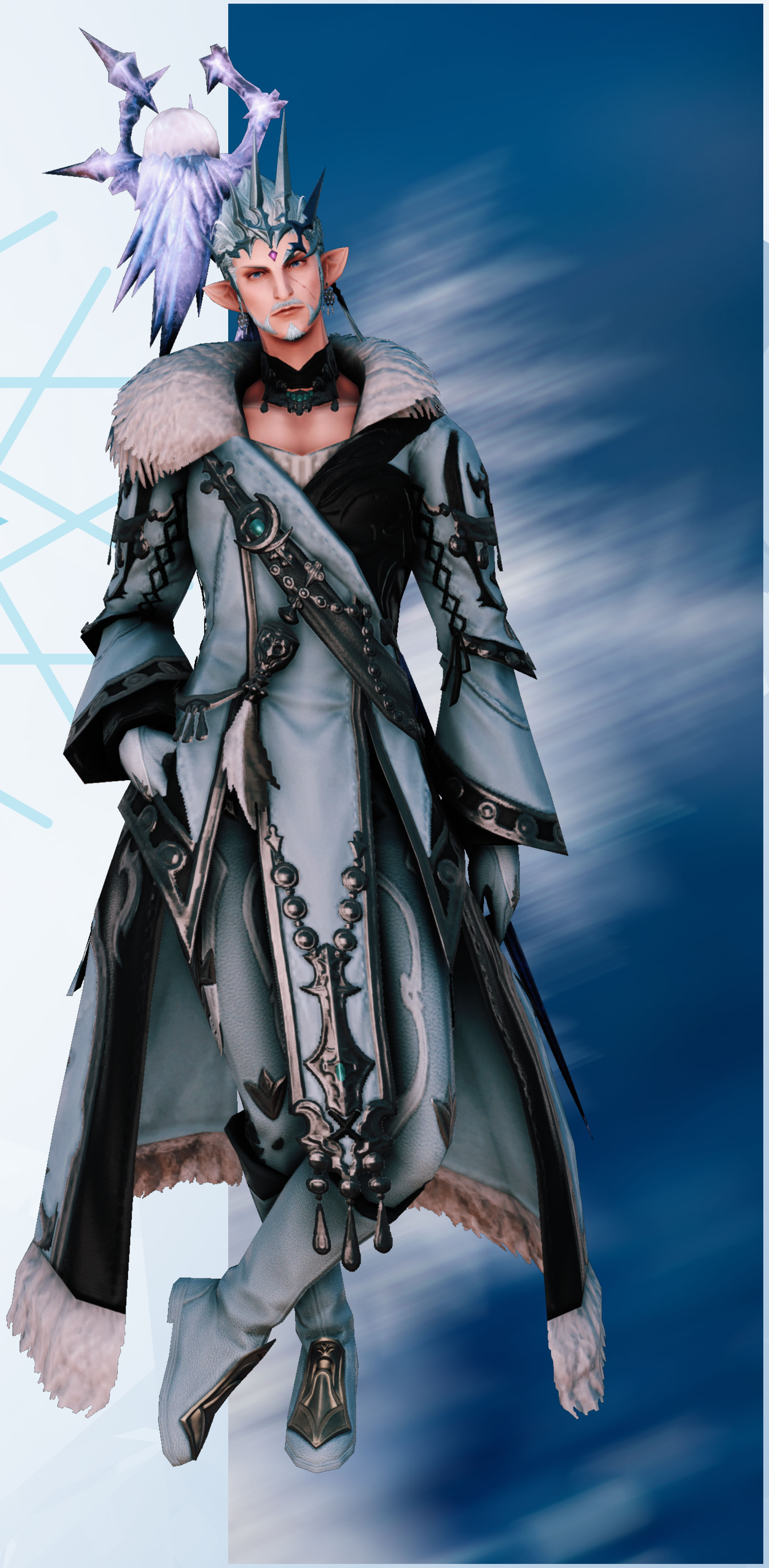
GLOVES: ELEMENTAL GAUNTLETS OF MAIMING +2
Dye: Peacock Blue
Obtained: Expedition Artisan - Eureka - Hydatos (Elemental Gauntlets of Maiming +1, 21 Eureka Fragments)

PANTS: REPLICA DREADWYRM BREECHES OF MAIMING
Dye: General-purpose Pure White
Obtained: Crafted (LTW Lvl. 60)

SHOES: DRAVANIAN GREAVES OF MAIMING
Obtained: The Antitower / The Lost City of Amdapor (Hard)



ICE



What is universally feared and loathed amongst all adventurers of experience? This glamour answers that question, representing the element of ice well enough to make you forget that you even had fire spells at all.

GEAR LIST
FOR ICE

MAIN HAND: SHIVA'S DIAMOND ROD
Obtained: Akh Afah Amphitheatre (Extreme)

HEAD: AUGMENTED HAILSTORM CROWN OF CASTING
Dye: Ice Blue
Obtained: Seika - Idyllshire (Hailstorm Crown of Casting, 1 Illuminati Taut Gobtwine)

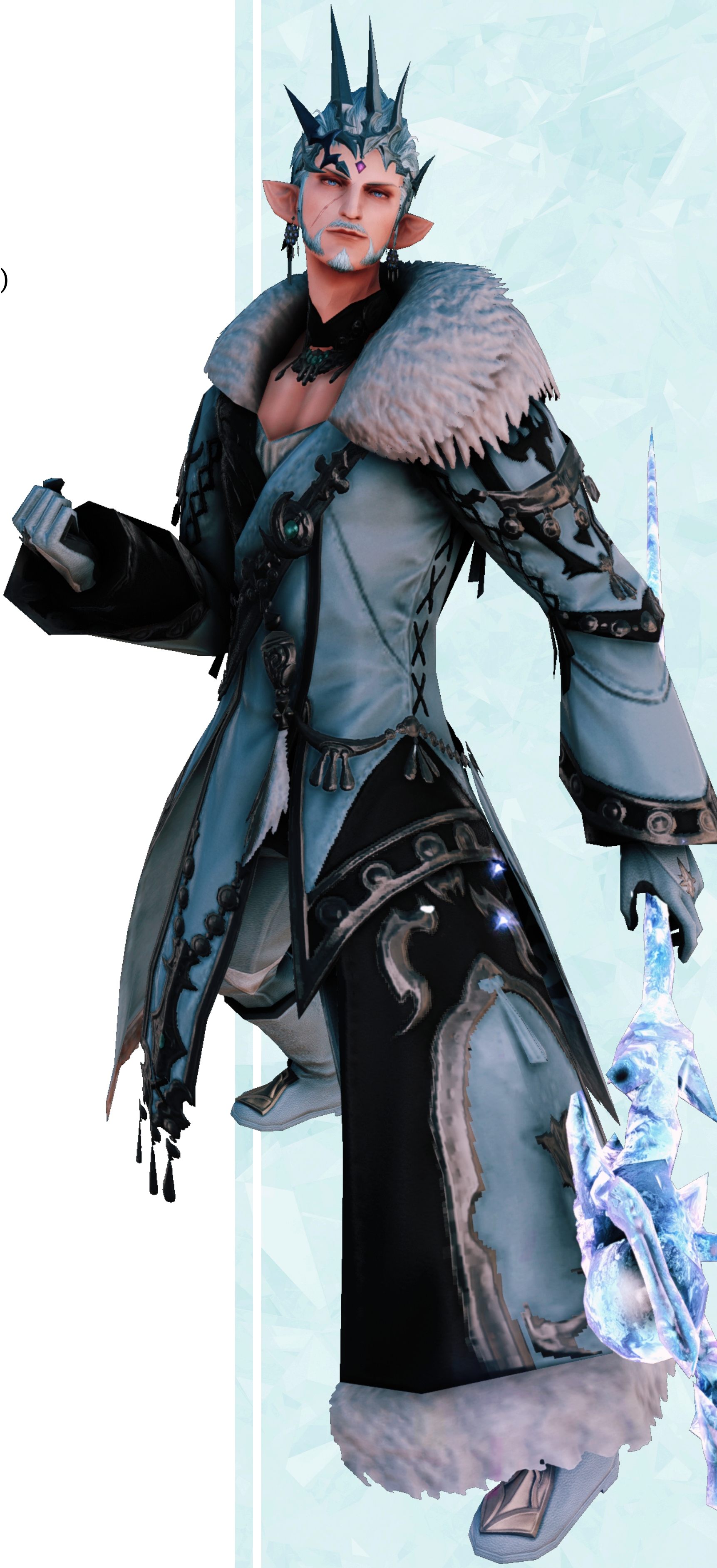
CHEST: ALA MHIGAN COAT OF CASTING
Dye: Ice Blue
Obtained: Billebaut - Rhaglr's Reach (60 Centurio Seals)

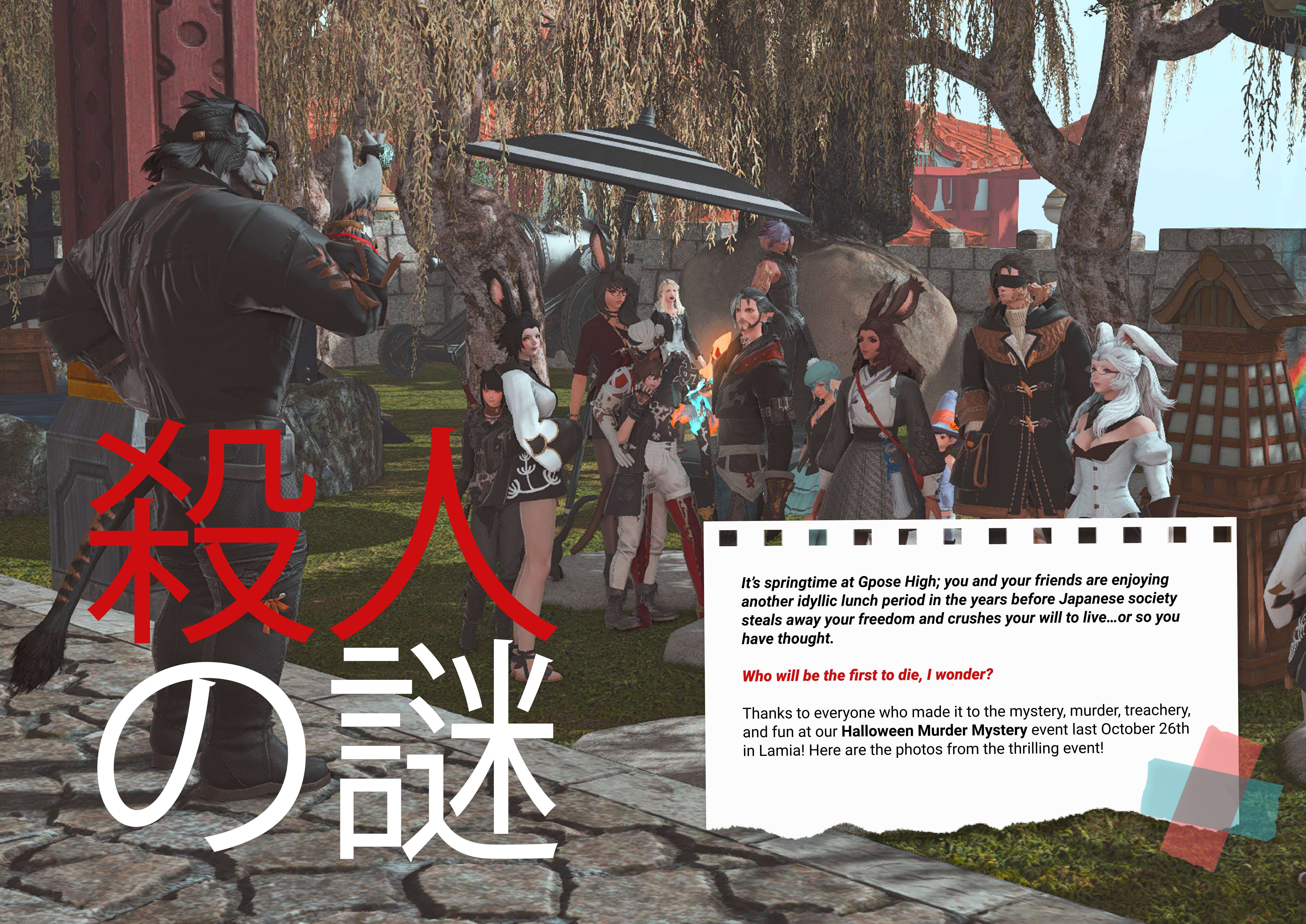
GLOVES: AUGMENTED HAILSTORM GLOVES OF CASTING
Dye: Ice Blue
Obtained: Seika - Idyllshire (Hailstorm Gloves of Casting, 1 Illuminati Taut Gobtwine)

PANTS: AUGMENTED HAILSTORM BOTTOMS OF CASTING
Dye: Ice Blue
Obtained: Seika - Idyllshire (Hailstorm Bottoms of Casting, 1 Illuminati Taut Gobtwine)

SHOES: GLIDERSKIN BOOTS OF CASTING
Dye: Ice Blue
Obtained: Crafted (LTW Lvl. 73) / Pixie Hoarder - Lydha Lran (22,482 Gil)

EARRINGS: OPAL EARRINGS OF CASTING
Obtained: Crafted (GSM Lvl. 57)



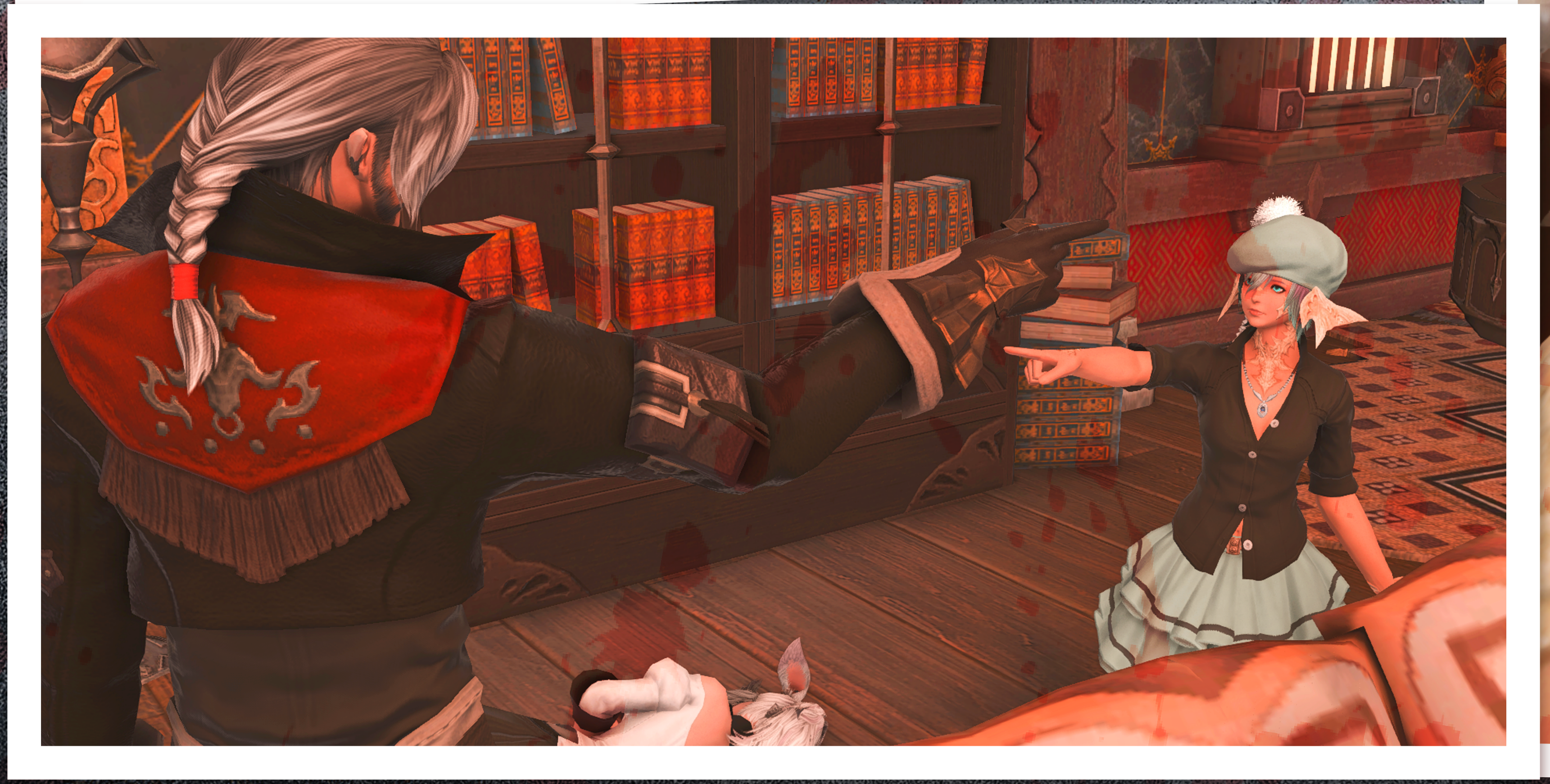


殺人の謎

It's springtime at Gpose High; you and your friends are enjoying another idyllic lunch period in the years before Japanese society steals away your freedom and crushes your will to live…or so you have thought.

Who will be the first to die, I wonder?

Thanks to everyone who made it to the mystery, murder, treachery, and fun at our **Halloween Murder Mystery** event last October 26th in Lamia! Here are the photos from the thrilling event!



Look forward to more exciting events like this!
Join our Discord to learn more.

EORZEAN Gourmet

BY OSHEA HAITEI

EMA DATSHI

Welcome to the long-awaited return of “Eorzean Gourmet”! My name is Oshea, and I’ll be your cooking guide.

Last time we looked at a rather well known dish and common raid food at the time: Shakshouka. This time around I wanted to showcase a dish most likely overlooked: Ema Datshi (Dzongkha: ཨེ་མ་དར་ཚིལ). This easy-to-make recipe is a perfect example of the Bhutanese kitchen as it uses a lot of chilis. Its name means chili (ema) cheese (datshi), which might remind a lot of our readers of things such as “chili cheese fries”. Though I assure you, it is tremendously healthier than that.

Let's get Started!

INGREDIENTS

2/3 lb (300g) Chilis (Dragon Pepper)

1 White Onion (Cyclops Onion)

3 Tomatoes

12oz (350g) Feta Cheese (Cream Cheese)

5 Cloves of Garlic

2 tsp Oil (Olive, Canola, or Vegetable)

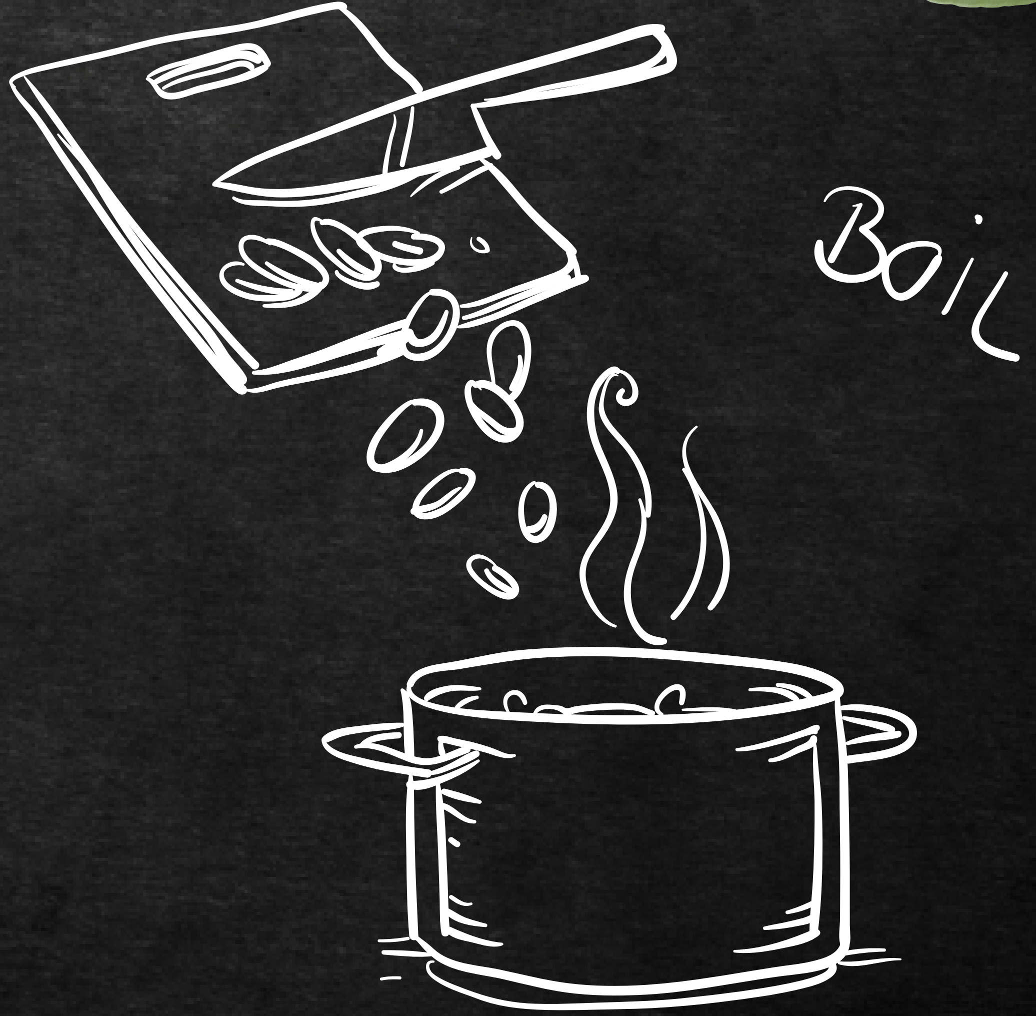
1 2/3 cups (400ml) Water (Crescent Spring Water)

Salt & Pepper to taste.

1.

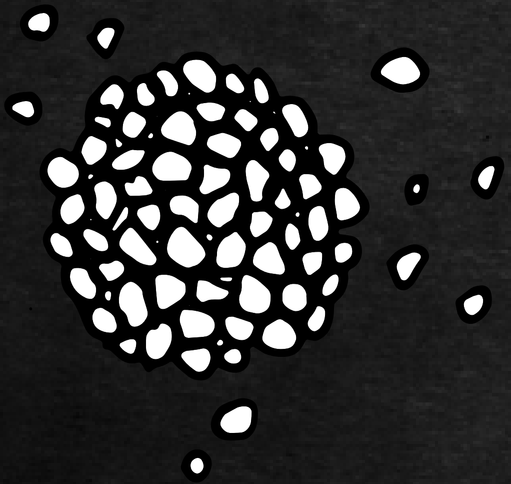
Cut the chilis in half twice,
lengthwise, to get 4 strips per chili.
Peel and cut the onion into strips.
Toss chili and onion strips into the
pot with the water, add the oil, set the
stove to medium heat and let cook

for 10 minutes

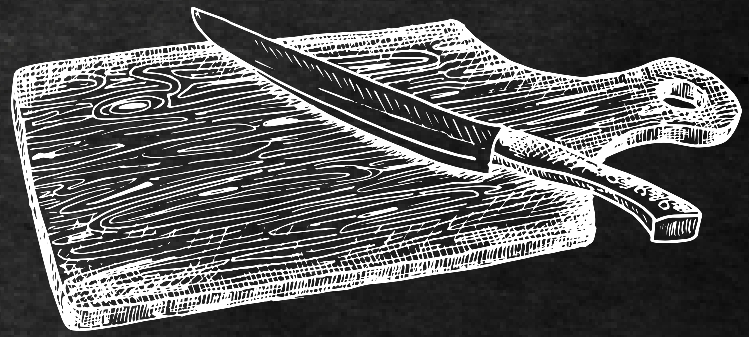


2.

While the first ingredients are cooking, cut the tomatoes into eighths and the feta into ½ in (2.5 cm) cubes. Peel and finely mince the garlic.



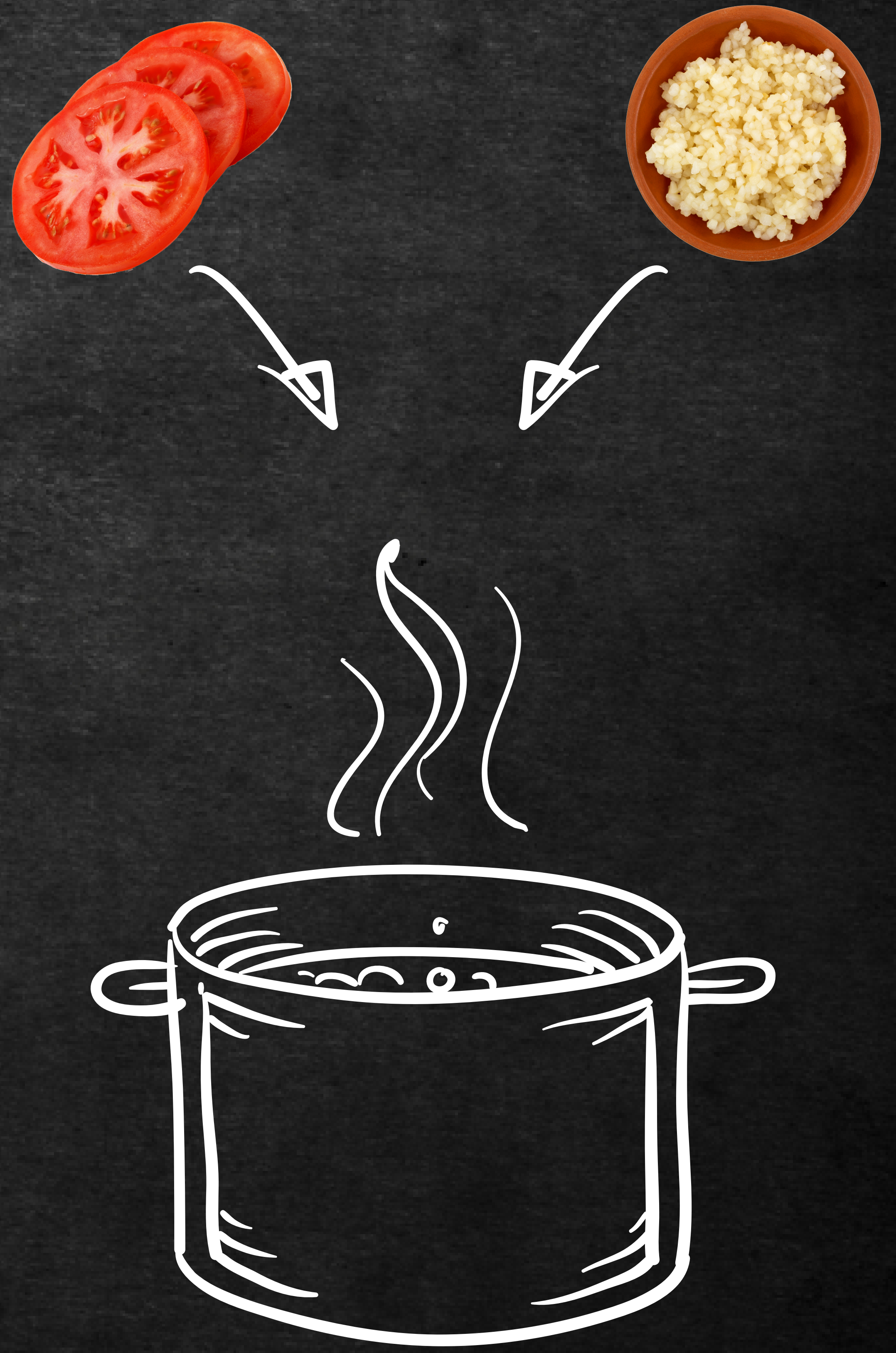
Slice and dice!



3.

Once 10 minutes has passed, add the tomatoes & garlic, and let them cook

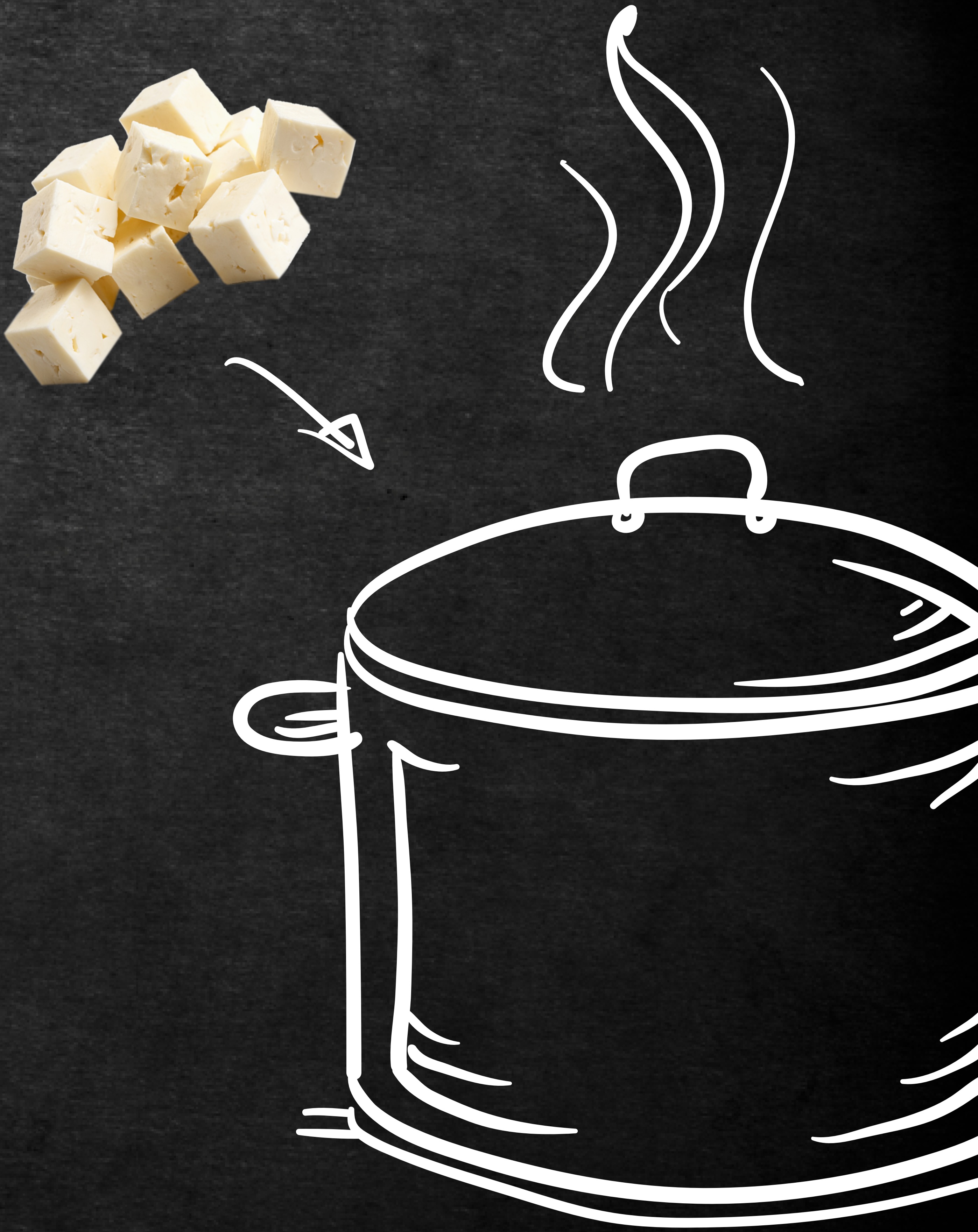
for 2 minutes



4.

Add the cheese and let cook for an additional 2-3 minutes. Cover the pot with a lid and let rest for 2 minutes.

serve with white or
red rice



Complete!

And that's it! Easy enough, right? I hope you try out this incredibly simple, but absolutely delicious recipe. This time around I wanted to showcase a dish less known—both in-game and in real life—in hopes of giving an easy introduction to cooking outside of your own country's cuisine (unless we have Bhutanese fans, in which case: hi, nice to meet you).

If you do end up making Ema Datshi yourself, make sure to share some pictures by joining the GPOSERS Discord!

If you do end up making Ema Datshi yourself, make sure to share some pictures by joining the

EORZEA COLLECTION'S FINEST

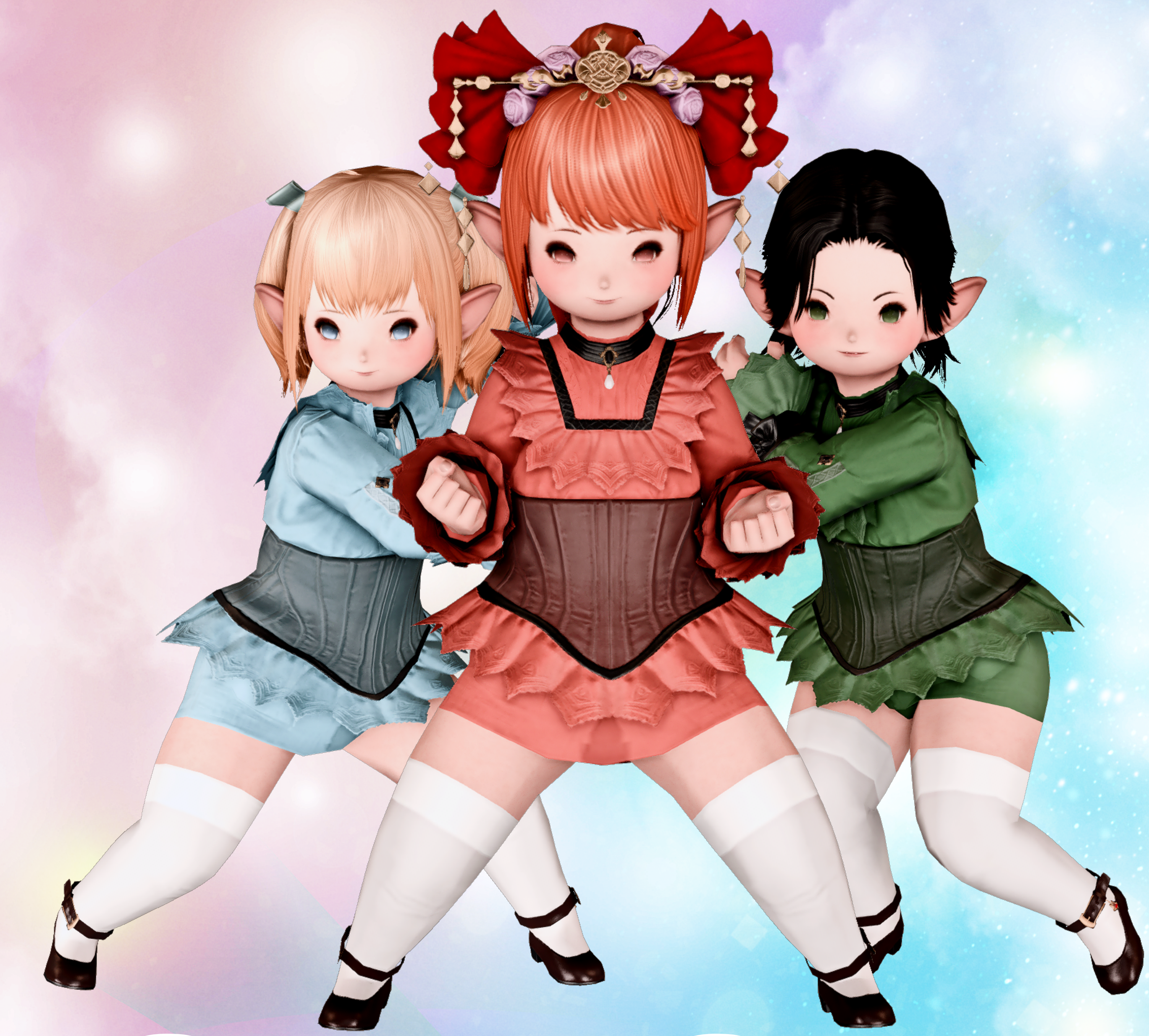
HERE ARE THE MOST LOVED
GLAMOURS **OF OCTOBER.**

See more glamours at

FFXIV.EORZEACOLLECTION.COM

FIRST PLACE

PERICULUM MYSTFIRE
<SARGATANAS>

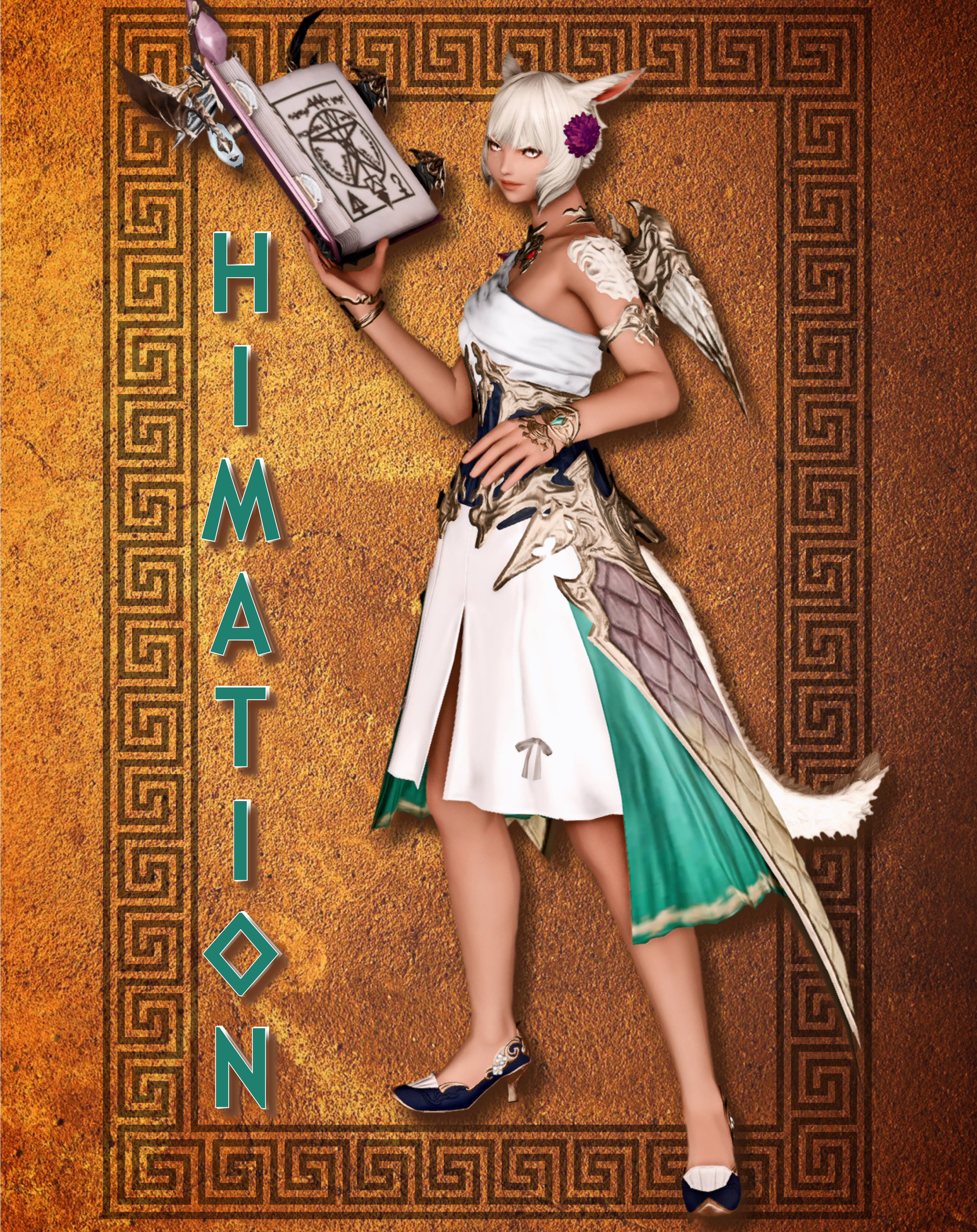


Sugar, Spice

And Everything Nice

SECOND PLACE

NYA NYA
<FAERIE>



THIRD PLACE

XIAH BAJIHRI
<FAMFRIT>

SIN EATER

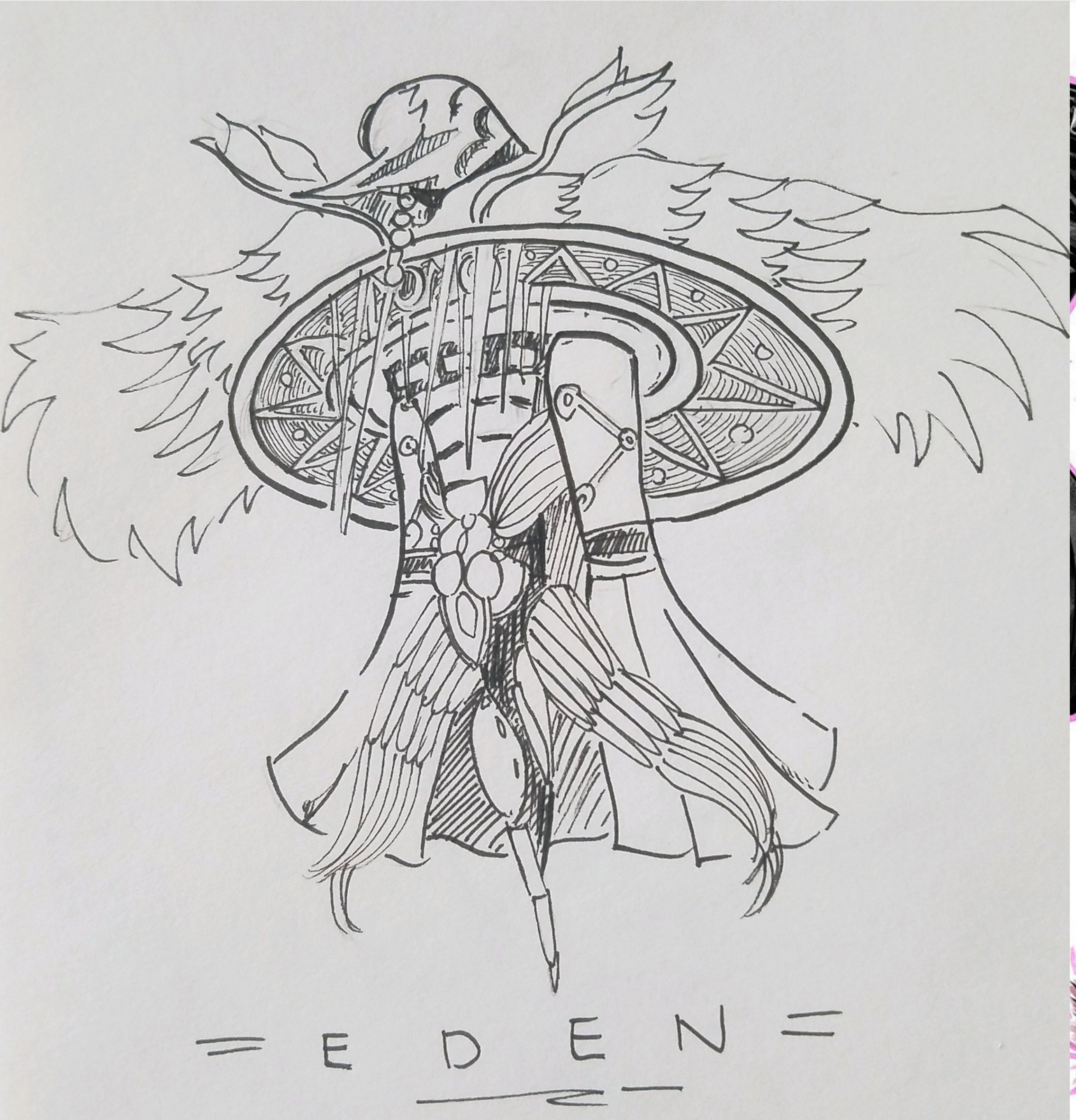
LIGHTWARDEN OF FAITH

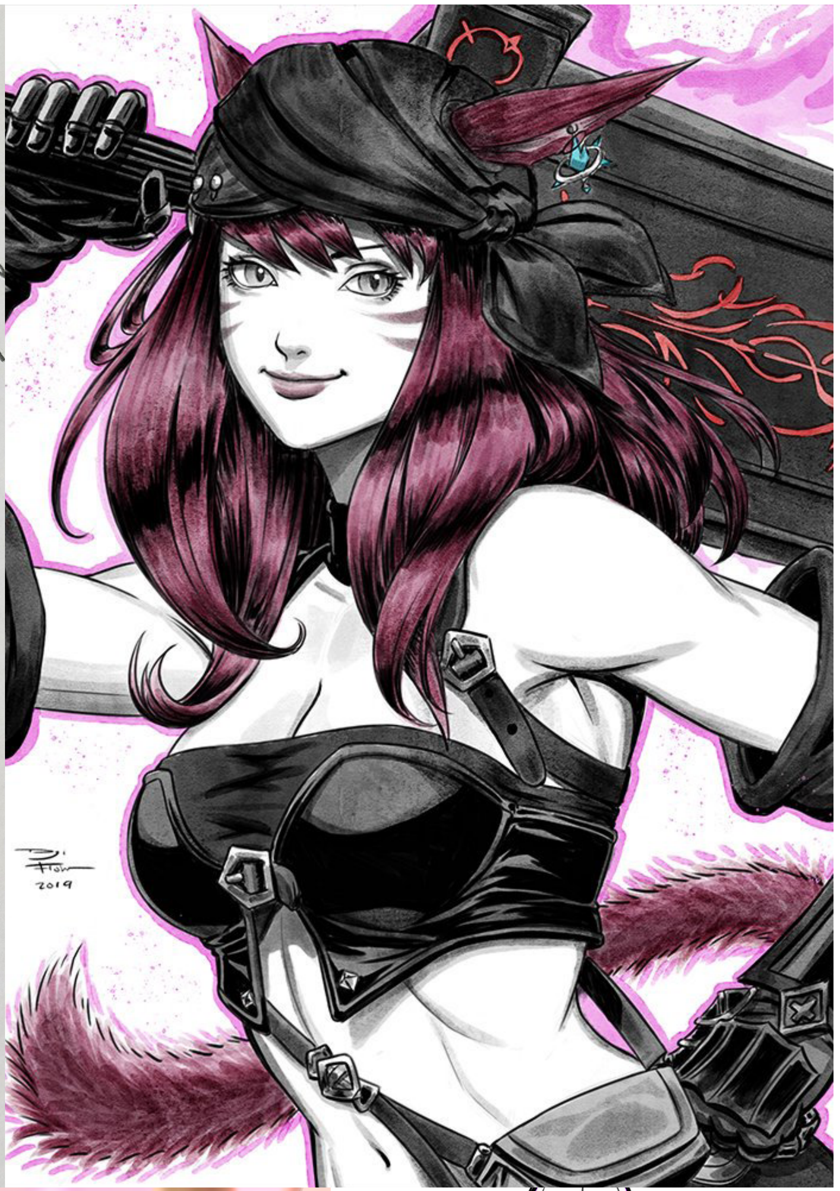
INKPOSERS

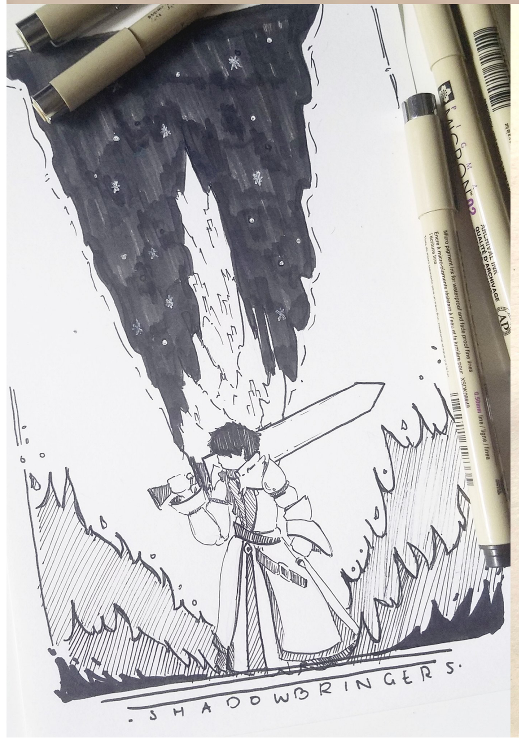
Throughout October we challenged members of the GPOSERS community to draw daily based on a prompt list, inspired by the worldwide phenomenon known as Inktober. Take a look at these fantastic submissions from our community and beyond!

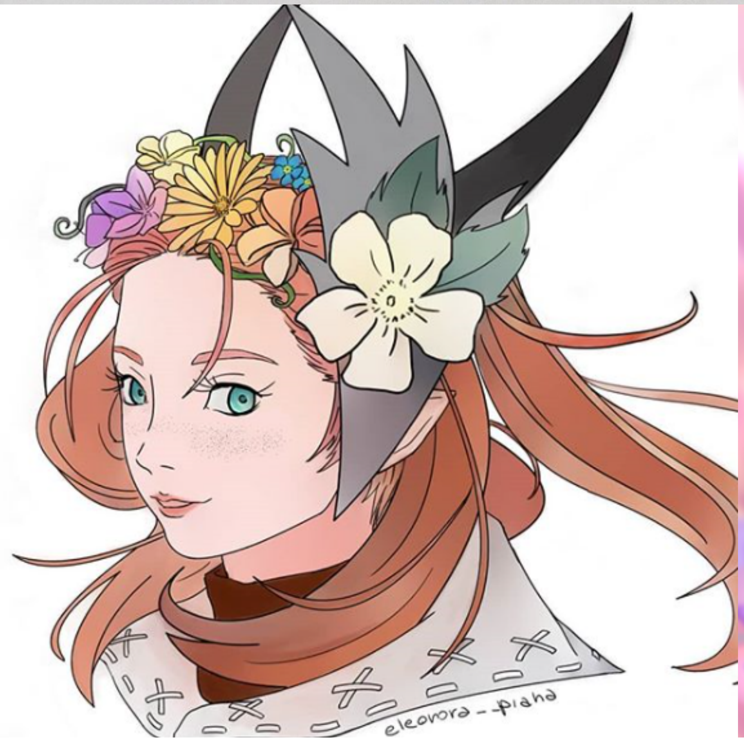
#INKPOSERS #INKPOSERS19

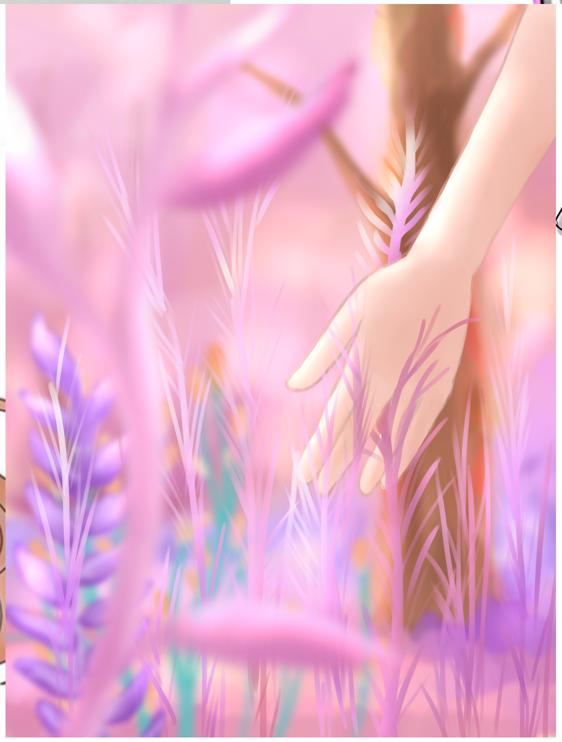
eleonora_piaha

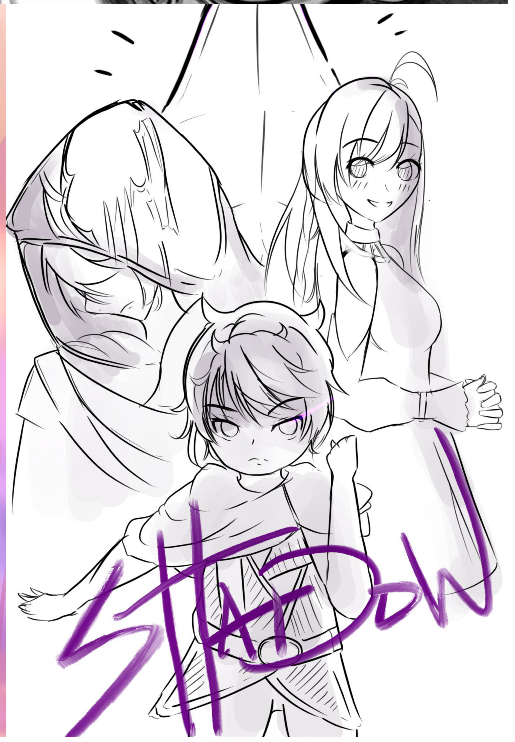

EDEN


2019


SHADOWBRINGERS


eleonora_piaha



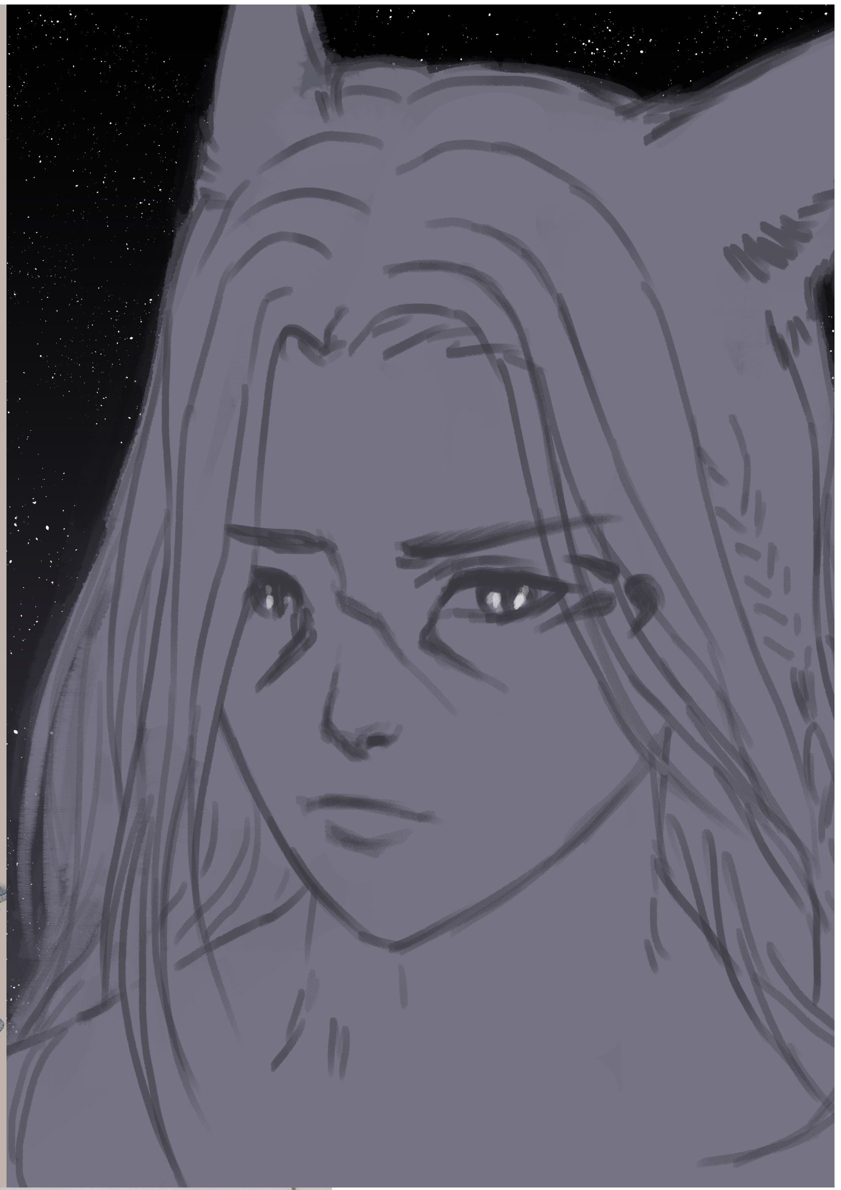

SHADOW

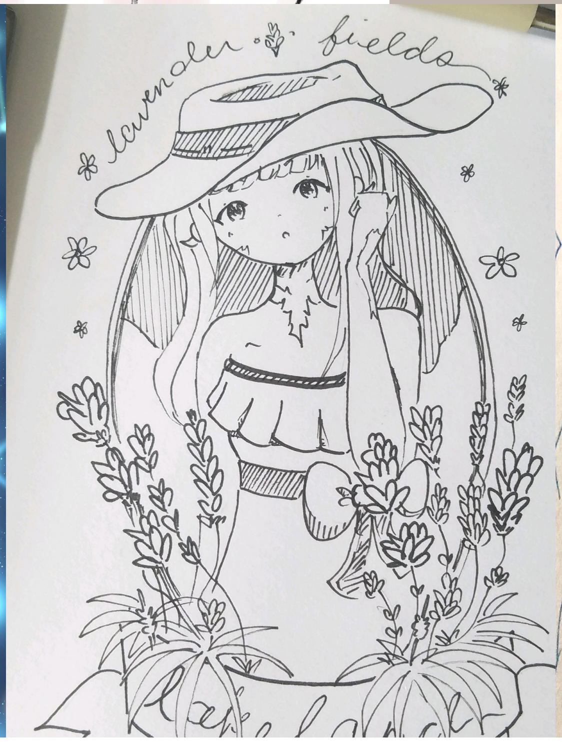
- All
may
return
to
the
sun less

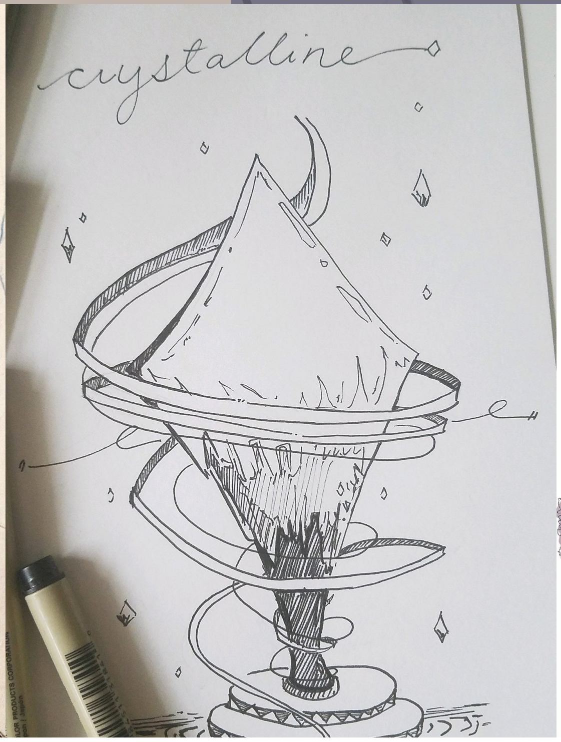
MICRON

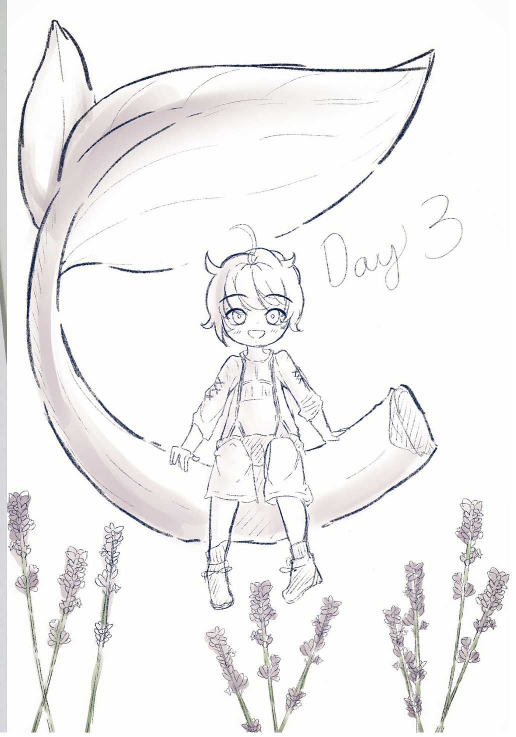
VIIS

eleonora_piana

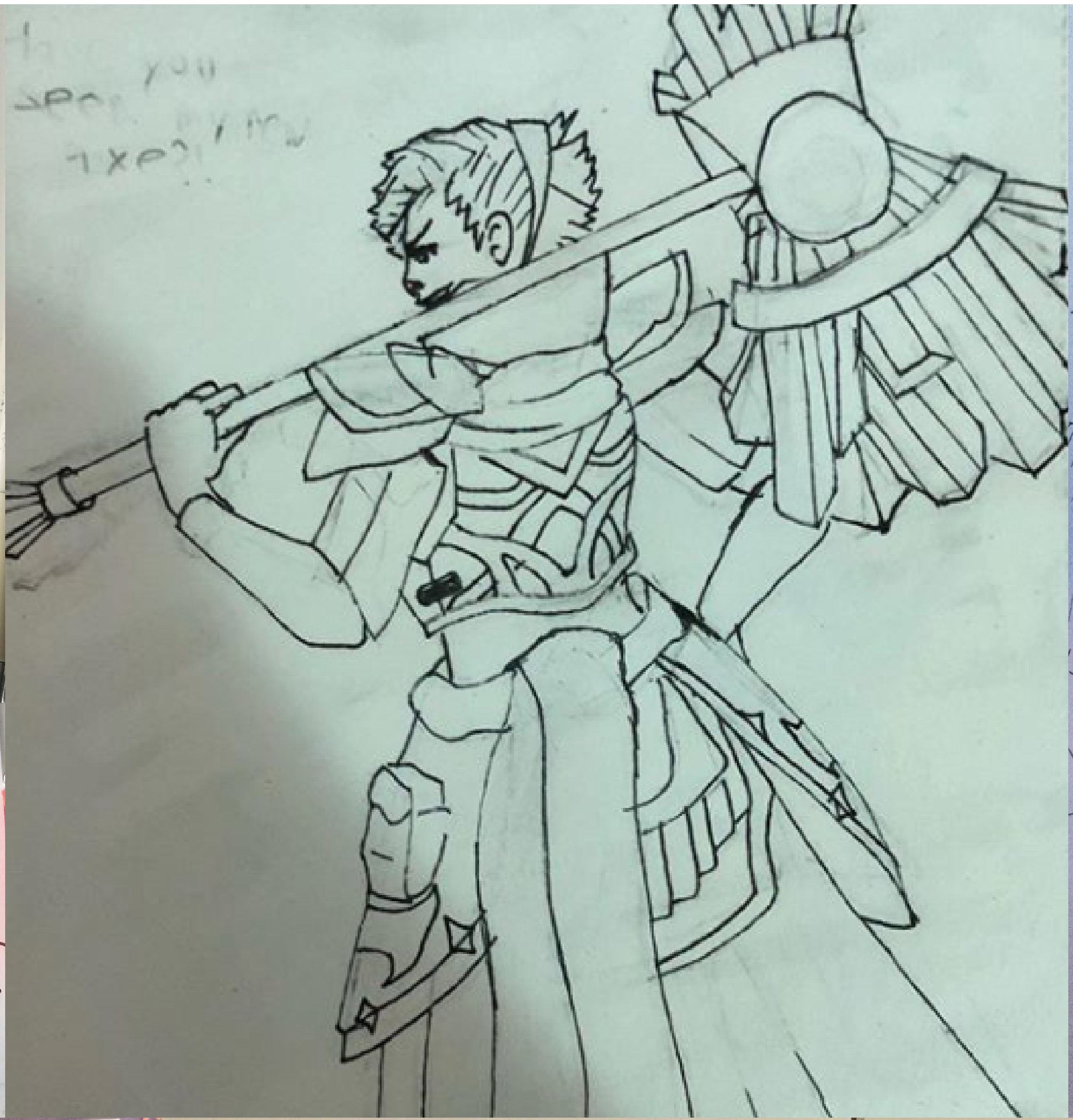


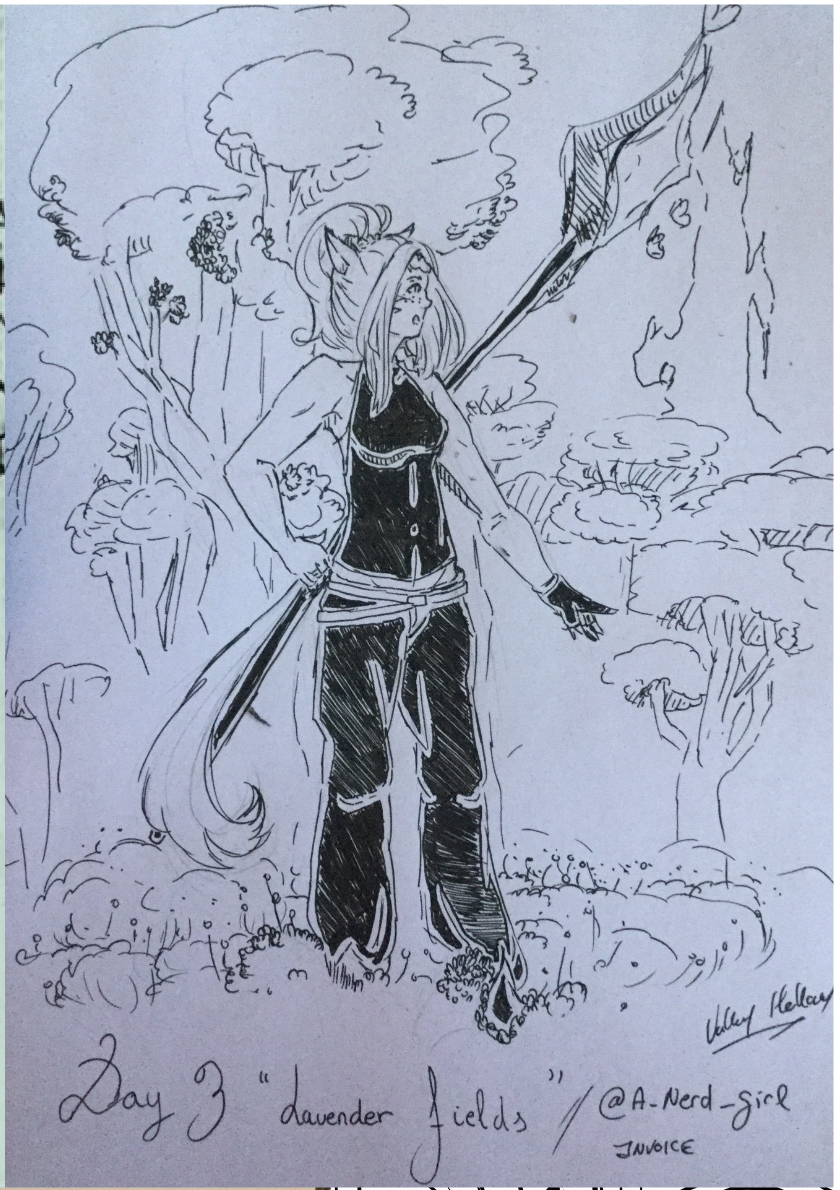

lavender fields


crystalline


Day 3

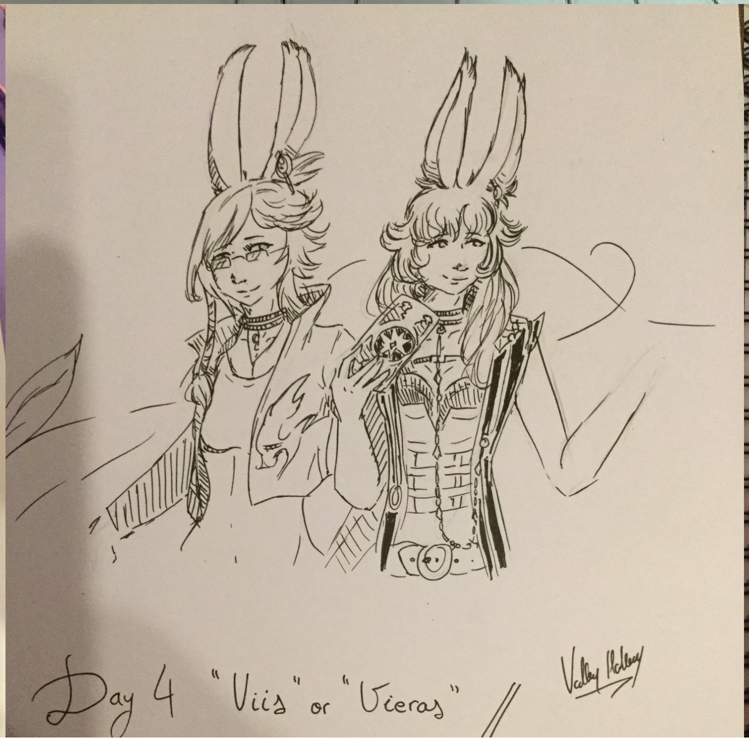
GREAT WOOD

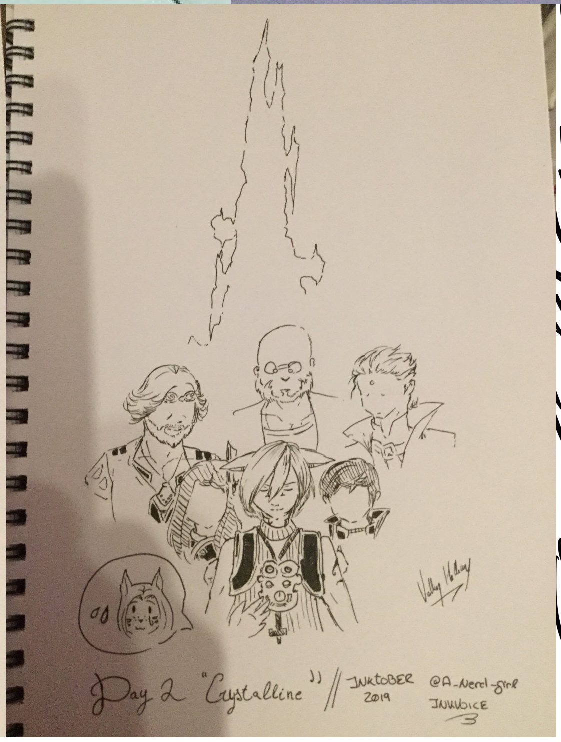

Have you
seen my
axe?!


Day 3 "Lavender fields" // @A-Nerd_Girl
INKVOICE

astral

Day 1 "Shadowbringers"
INKtober // @A-Nerd_Girl
INKVoice


Day 4 "Viis" or "Vieras" //


Day 2 "Crystalline" // INKTOBER 2019 @A-Nerd_Girl
INKVOICE

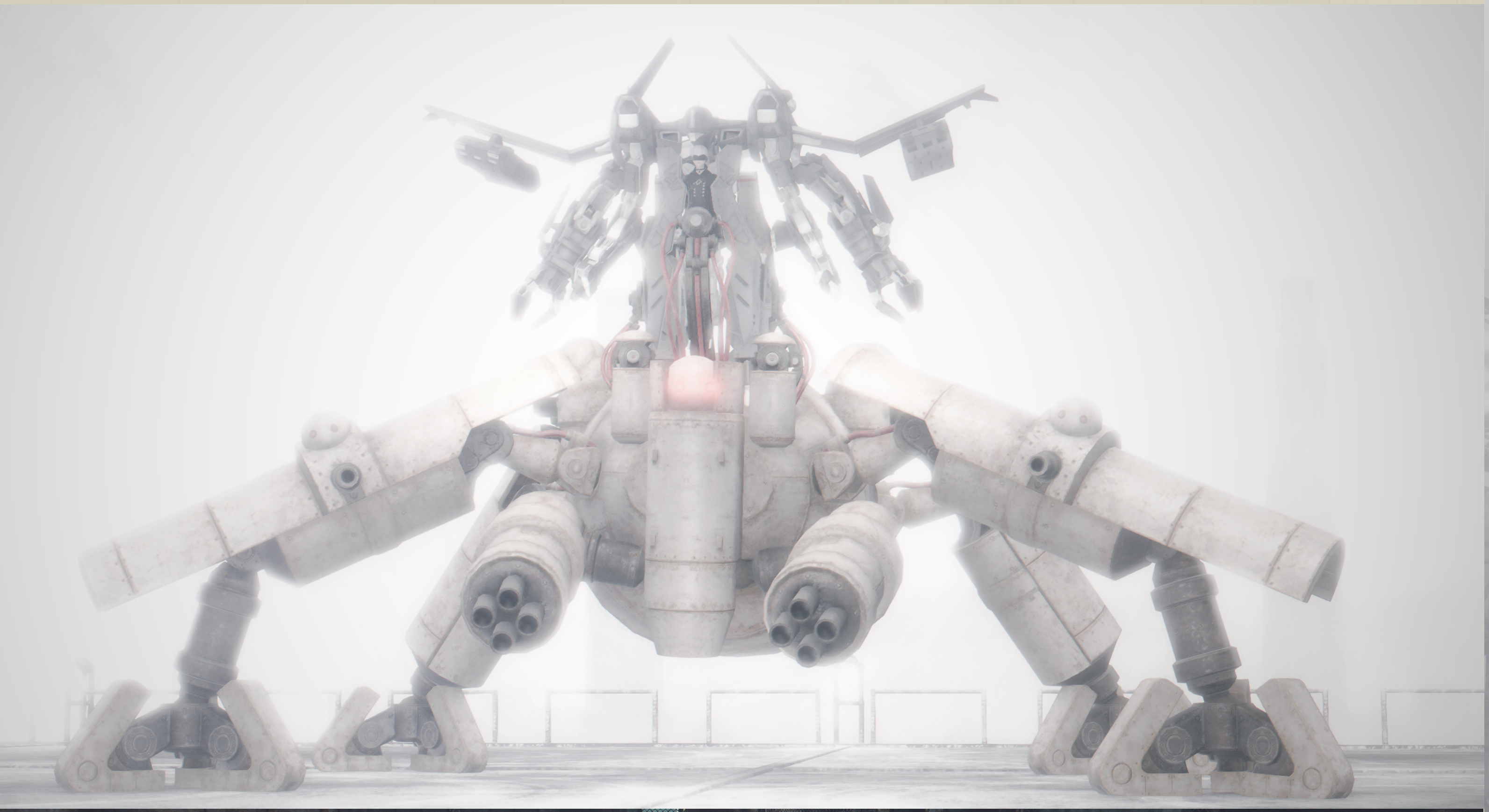
GLAMOURS OF VIRTUE, RNG OF CRUELTY

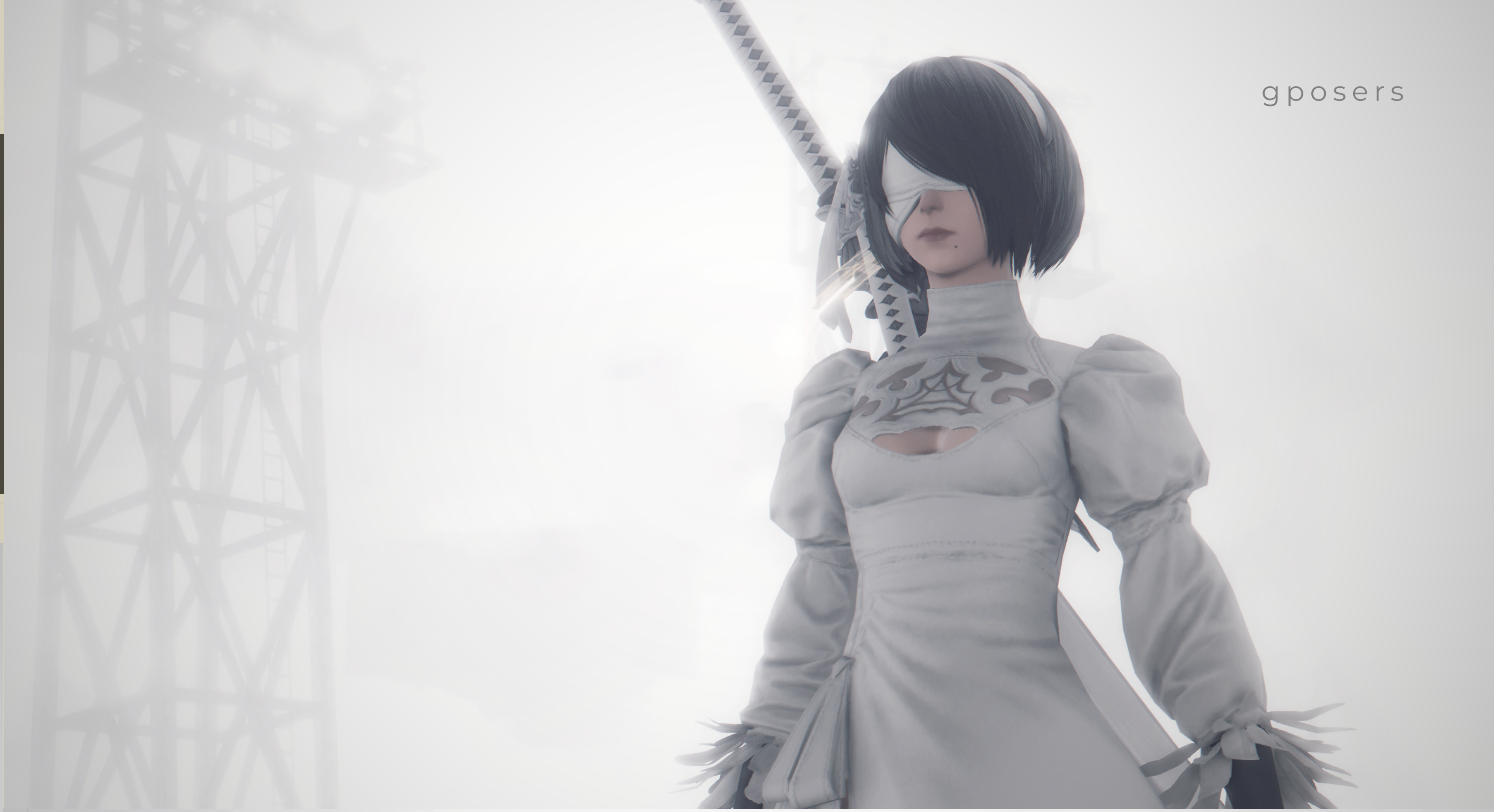
By: Alma Emma

Final Fantasy XIV's Patch 5.1 melds together the great minds of both Yosuke Saito and Yoko Taro to deliver a spectacular 24-player alliance raid based on the NieR universe. In what will likely become XIV's most prominent crossover event, adventurers are now able to fight alongside characters from NieR to defeat both oddly-familiar and new enemies. In addition, a plethora of new music and glamour options have been made available for those lucky enough to out-roll their party members. Though, the most notable of all of these would be the amount of effort given to immerse players through a combination of faithfully-reproduced, breathtaking landscapes, rearranged orchestral music, and an atmosphere that truly drops its challengers into the NieR universe.

The Copied Factory serves as the introductory area for NieR:Automata and sets the stage for the first tier of the Alliance raids. Its archaic and rusted appearance creates the tone of a deceased civilization now overgrown with flora and fauna. As one delves deeper into the ruins, hints of its past are made known as masterless machines react to the players’ foreign presence.

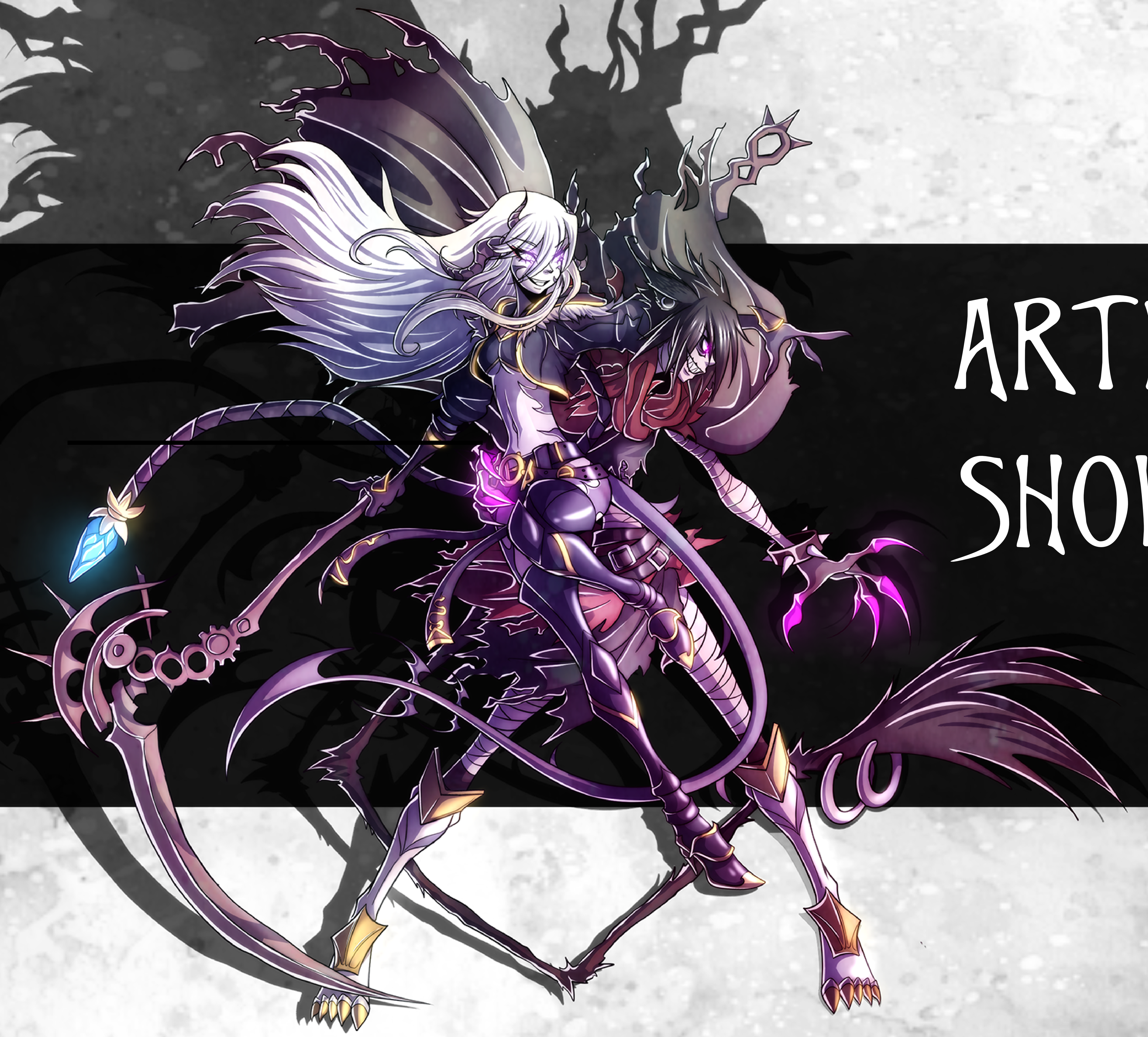
The odds may be against you when it comes to obtaining 2B’s outfit or other NieR-inspired clothing; however, once obtained it will have been well worth the effort. The fashion in NieR is nothing short of iconic even in a game full of beloved and familiar looks. The elegantly black-but-dyeable apparel fits perfectly into the world of XIV; its varying details nuanced between different armor sets leave glamour hunters set pieces to die for.





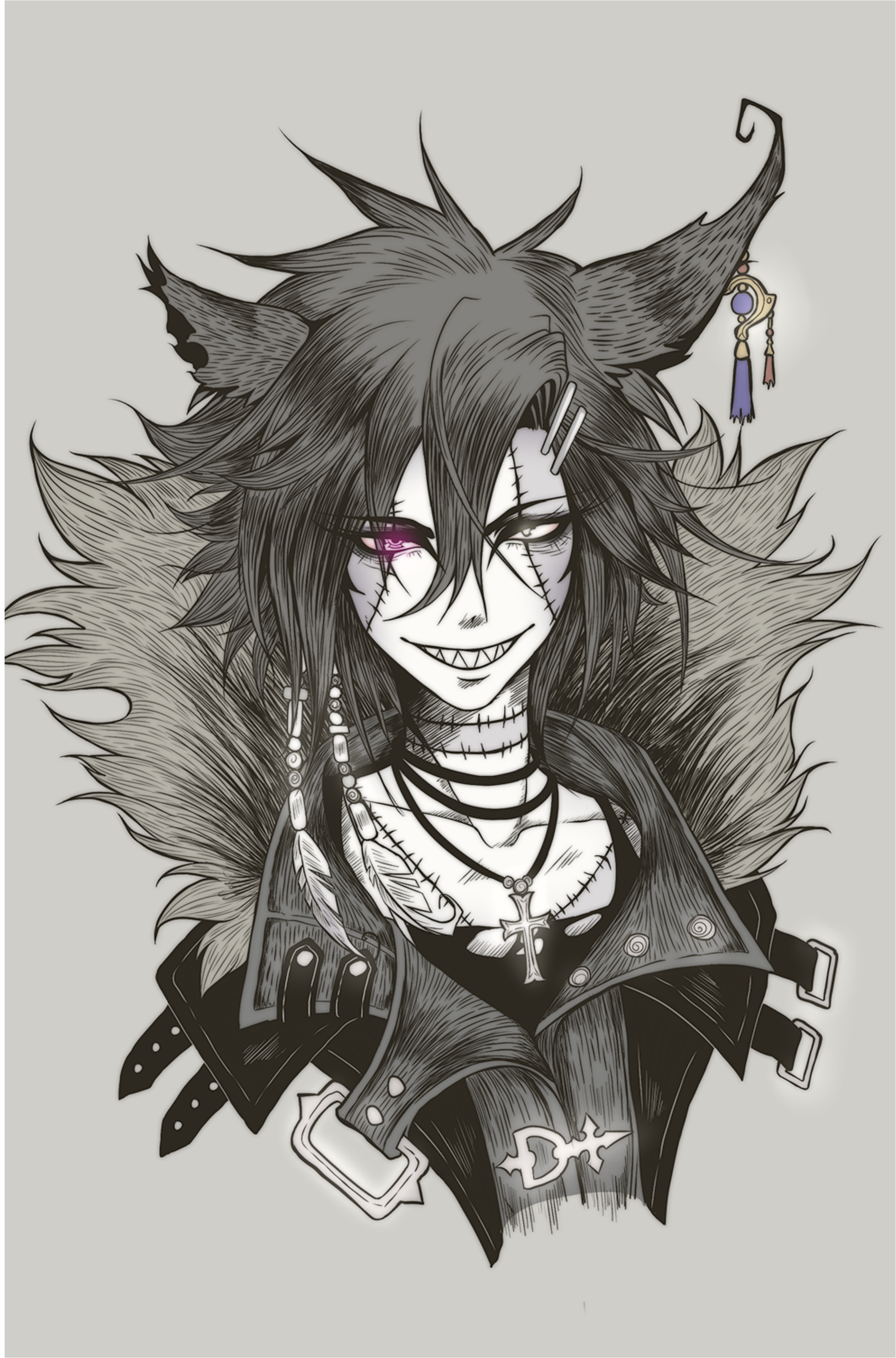
> Accidentally let your minion drop to the floor due to a full inventory? ***"Do not feel bad about it. We are alive, after all. And being alive is pretty much a constant stream of embarrassment."*** - Pod 153

Each photo was taken using Yomigami Okami's NieR:Automata preset for GShade—made to recreate the same tone, color, and contrast of its namesake. Taken some of your own NieR-inspired photos yourself? Or wanted to try the NieR:Automata preset? Join us on our Discord!



ARTIST SHOWCASE

feat. Hitoshura



How long have you been creating art?

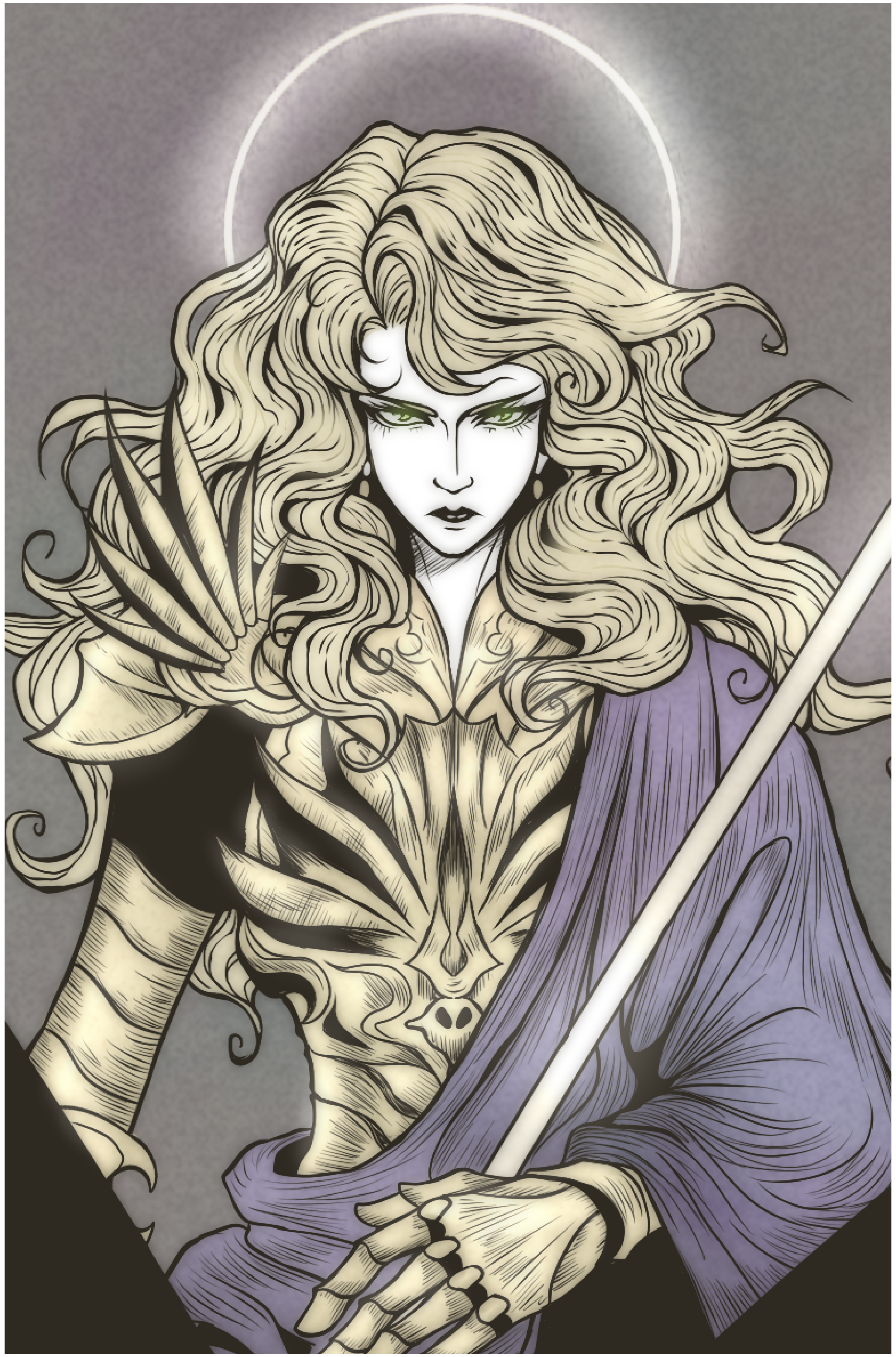
For as long as I remember, honestly! But I can recollect the very moment that my interest for art was truly born and it was when I received Donkey Kong Country at the age of 7. I was given carbon paper, and with it I traced over the many character pictures from the booklet that came with the game at the time. Ever since, the passion have lived strong within me! Eventually, I really started getting serious around 2009 with digital art and very slowly, I've been improving and trying different styles all the way to this day.

What do you love to draw the most?

Oh! No doubt characters from video games and if I can give them a gothic spin to them, even better! I do have a preference for the characters I roleplay online and male characters in general, but sometimes you see a character so striking that it bursts with creativity. Those I love to draw as well. In a more practical sense, I have a preference for linework so there might be a stronger focus on that than on coloring in my art.

What motivates you to draw?

That is a difficult question to answer! Motivation fluctuates with each creation and it's never fully the same thing! But at its core, the most prominent motivation is always the desire to share my passion and appreciation for art and the subject illustrated as well as the desire to improve with each new drawing. It is my wish to perform professionally someday and each piece of art is a step towards that future.



Who/What is the inspiration behind your art?

I am a big fan of Edward Gorey, Tim Burton, Yoshitaka Amano and the Korean artist Angry82pigeon. As an artist that follows in their footsteps, albeit currently far from their level of expertise, it is my wish to use their influence in the creation of an art style that is unique to me but also touch their overall design and flair. I think the mastery of each element will create something really interesting and unique!

Do you accept commissions?

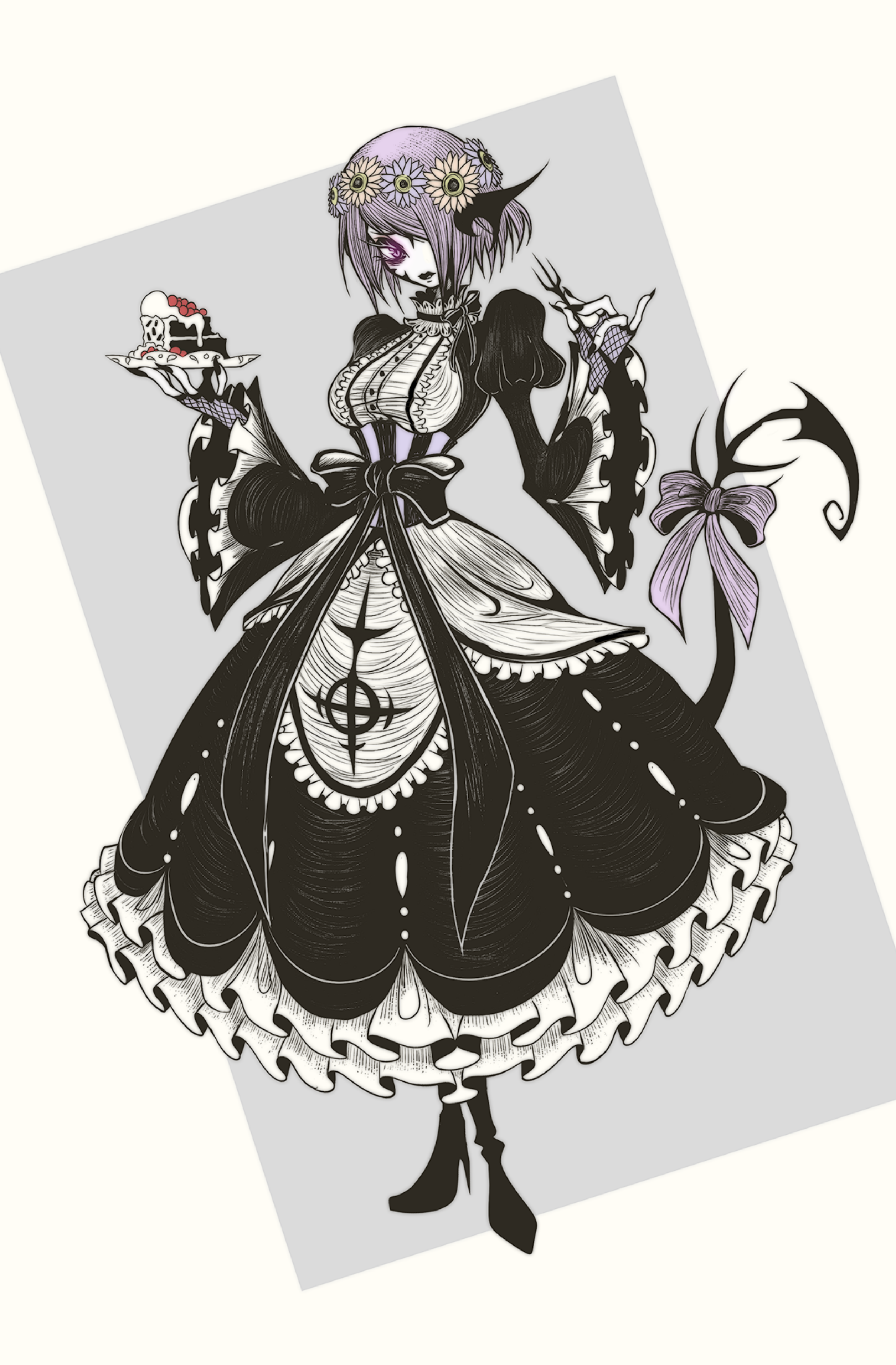
Currently I do not, but I will soon open the flood gates in the coming month as I approach an acceptable level of skill and the demand is starting to be strongly felt. I will make an announcement on my Twitter, so it is best to keep an eye on my social media account if anyone is interested and wants to know when art shopping season will begin! Hahah!

FOLLOW HITOSHURA ON SOCIAL MEDIA

HTTPS://TWITTER.COM/EVILCOLOURS

HTTPS://WWW.TUMBLR.COM/BLOG/KAZ-XIV

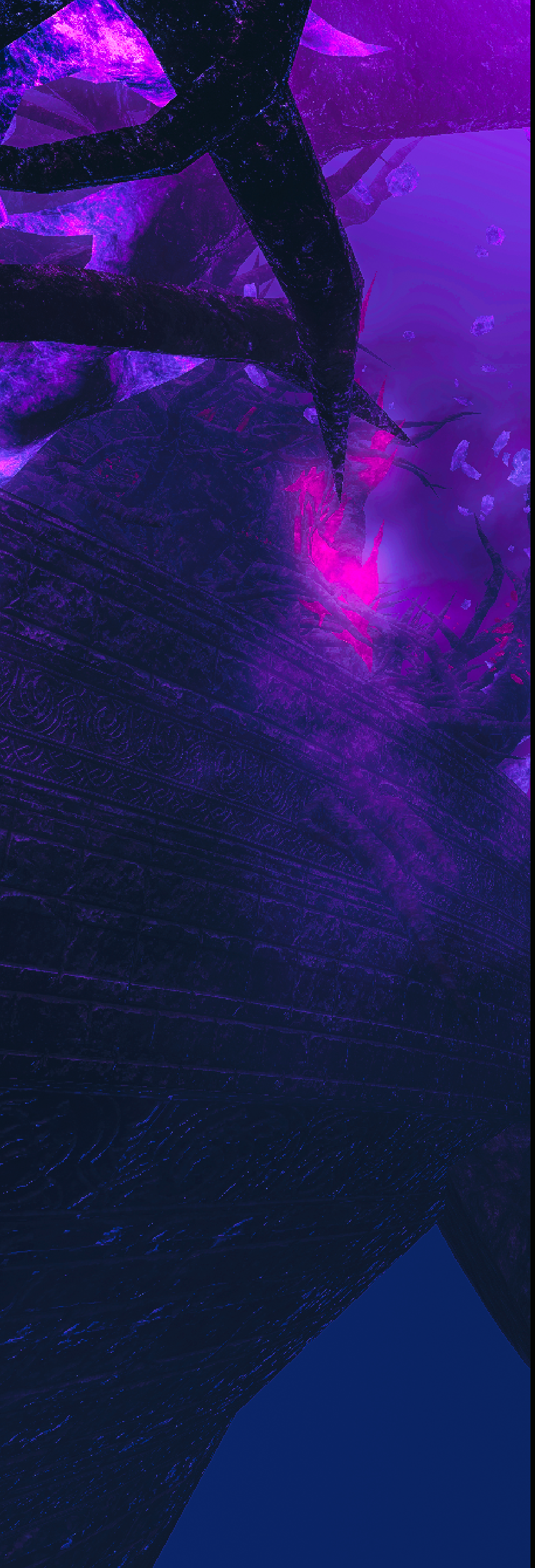
HTTPS://WWW.DEVIANTART.COM/NEONN0IR

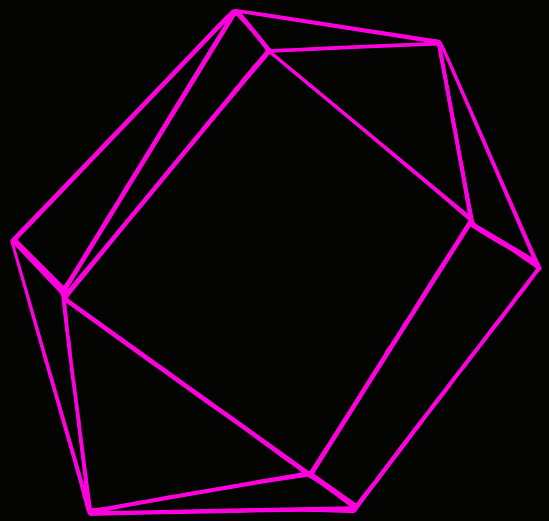


the shape of aether

by alma emma

i reside still now.
no *shadow* to show my form;
this stasis of mine.
if *everlasting light* dims,
will you awaken my soul?





i am but am none.
no LIGHT to burden these forms,
Indivisible.

across shards & reflections.
i will always be with you

November Birthdays

4 SYHN FORWARD (LOUISOIX)
Rhalgr the Destroyer

6 YUMO OHWAH (ODIN)
Rhalgr the Destroyer

6 LANTIS ARKZERAK (RAGNAROK)
Oschon the Wanderer

6 LUMI STELLA (LAMIA)
Azeyma the Warden

7 SCAR DRAKON (ODIN)
Oschon the Wanderer

8 LEYFEEN PHAELLEN (MOOGLE)
Halone the Fury

10 ALEXANDER CORWELL (JENOVA)
Rhalgr the Destroyer

10 GILLIFER GILES (EXODUS)
Rhalgr the Destroyer

11 SAPHIRA HARUNO (BALMUNG)
Nald'thal the Traders

12 ALETERASU TSUBASA (ULTROS)
Nymeia the Spinner

12 SELKIE NAKAE (LAMIA)
Azeyma the Warden

13 ARRIOR BUTTON (PHOENIX)
Byregot the Builder

14 MISA HIRAI (SIREN)
Nophica the Matron

16 HATASH HYRUNASHI (HYPERION)
Althyk the Keeper

18 SAYORI AKIYAMA (FAERIE)
Oschon the Wanderer

22 FLARA STARBURST (FAMFRIT)
Azeyma the Warden

22 KASAI KURAYAMI (MOOGLE)
Halone the Fury

24 AINE SEVRI (ZODIARK)
Azeyma the Warden

25 STRAWBERRY SUNDAE (GOBLIN)
Nald'thal the Traders

28 RIXAS ACRISA (GILGAMESH)
Azeyma the Warden

Happy Birthday!

MACRO MANAGING

Whether you're a Gpose enthusiast, filmmaker, or perhaps a roleplayer, here are some pointers on developing your character personality in Eorzea! **Lady Arkana** met with **Zaynava Everrest** of ***Stellazzio Virtual Theatre*** during her preparation of 'A Starlight Carol' to get all the tips and tricks.

Lady: As a director of multiple virtual theater shows, you have quite a substantial knowledge on character and projecting personalities efficiently. Where do we even begin?

ZAYNAVA: SO I GUESS THE ABSOLUTE MOST FUNDAMENTAL TWO THINGS ARE: GETTING FULLY INTO THE HEAD OF YOUR CHARACTER—NOT JUST DOING OBVIOUS MOTIONS—AND CONTROLLING YOUR MOVEMENT.

To explain more fully: If you're looking at a set of [speech] lines, and you see someone say something about being happy or joyous, you might default to using /happy or /joy, but that doesn't always work.

For example, Tiny Tim [from A Starlight Carol] is incredibly cheerful, happy, and positive, but he has a physical ailment that precludes him from being able to use the more energetic lalafell emotes, so you have to get creative. Or, for a character that is tense or upset but not full on yelling—you have to be careful to temper your emotes, especially for a more flamboyantly emoted race such as Miqo'te, Lalafell, and Roegadyn.

A lot can be told with subtleties and smooth transitions between emotes, much more so than an outwardly expressive emote. Even something such as changing an expression—but I'll touch more on that later.

The other key thing is controlling your movement. This is super relevant for people that are filming others. This game has a nasty little 'feature' where client side movement does not equal server side movement. So, if I just move slightly, such as to turn and take one step, which is even more pronounced with run on, you will see my character break into the run emote in place. It looks incredibly sloppy. However, to the person controlling the character, it doesn't look like that. To the player, it looks like a subtle step, but the server doesn't interpret it that way.

L: So how do you counteract the server?

Z: There's two main ways of controlling and avoiding 'micro adjustments.' One is for movement and one is for turning. For this, /ft (facetarget) is a godsend. If I have you selected, then use /ft, it will smoothly turn my character. Furthermore, if you walk by me, I will continue to face you smoothly as you pass. However, the 'tracking' will stop if interrupted by an emote or a movement.

L: Let's talk a little about the 'acting' side of things. For Gpose users and film makers it might be less relevant, but for roleplayers and performers these sorts of topics are quite useful. I imagine it is quite difficult to compensate in a text based environment.

Z: Yes. That's why it is so critically important that you work to combat the rigid nature of a virtual actor by using smooth transitions and carefully considering each action from the perspective of the character you are portraying.

L: When you are casting actors for your plays are the emotes a big factor in race decision?

Z: 100%, absolutely. They're just as important as how the character looks. If I wanted a very proper and reserved female, I would never cast a Miqo'te. If I wanted a very loud and flamboyant, obnoxious female, I would never choose Au Ra.

A GOOD ACTOR CAN KIND OF MOLD OR FLEX CHARACTERS INTO ROLES THAT ARE AT ODDS WITH THEIR EMOTES, BUT IT SEVERELY LIMITS THE AMOUNT OF EMOTES YOU CAN USE.

That's honestly why I'm a female Hyur, I find them to have the most flexible emote set.

L: I can see that. Having different emotes for the different races can really alter how a photo or film feels, too. SE really knows how to sell a fantasia. To be honest, I was quite disappointed with how one-note the Viera emotes are (even though I am a Viera).

Z: Both in aesthetic and in emotes. They are similar to Au Ra. But maybe slightly less reserved? Less proper and more aloof, perhaps.

L: Next I'd like to talk about emotes and expressions. Do you have any advice on making interesting combinations? Bringing character to your character, so to speak?

Z: Yeah, I have a couple I can mention. One thing you can do to add character is do an expression overwrite.

L: To overwrite the default expression of a given emote.

Z: You can see how much it changes the tone. For example, using /welcome with /straightface it becomes annoyed. More like, 'what do you expect of me,' 'come at me bro,' or 'are you serious?'— a far cry from the warm tone of the default welcome.

If you are filming or roleplaying then creating macros can be very effective. The default smile or grin is very unnatural. Neutral / on / off, it's robotic and weird. But you can kind of soften expressions:

```
/EM LAUGHS WITH <T>.
/CHUCKLE MOTION <WAIT.3>
/GRIN MOTION <WAIT.3>
/SMILE MOTION <WAIT.1>
/BEAM MOTION <WAIT.1>
/SIMPER MOTION <WAIT.3>
/SIMPER MOTION
```

Z: It gently leads into the smile, then gently leads out.

L: That is really effective, actually. And a lot of emotes in one macro that I didn't expect.

Z: The same can be done with angry, sad, crying, etc. It'd be great for close ups in film.

If you are creating macros, another great thing to do, though difficult to master, is /cpose cycling. Instead of using an emote, you can do something such as crossing your arms, and it is persistent, and also breaking the line / emote / line / emote pattern. You have to kind of hide the /cpose in emotes and not cycle too many at once.

```
/DISTURBED MOTION
<WAIT.1>
/SOOTHE MOTION
<WAIT.2>
/CPOSE
/CPOSE
/S THE LITTLE GIRL LAUGHED AWKWARDLY.
/BLUSH MOTION
<WAIT.3>
/S ‘MAYBE I’LL TELL YOU ANOTHER TIME.’
/CPOSE
/CPOSE
/THINK MOTION <WAIT.6>
```

Another really good thing to do is vary when the emote hits. I like to imagine the character actually saying the line out loud. Is the emote that I chose to pair with that line something that would fall a few words in or right at the front? If it’s a little bit in, factor that in. Put a <wait.1> or <wait.2> in there after the line and before the emote.

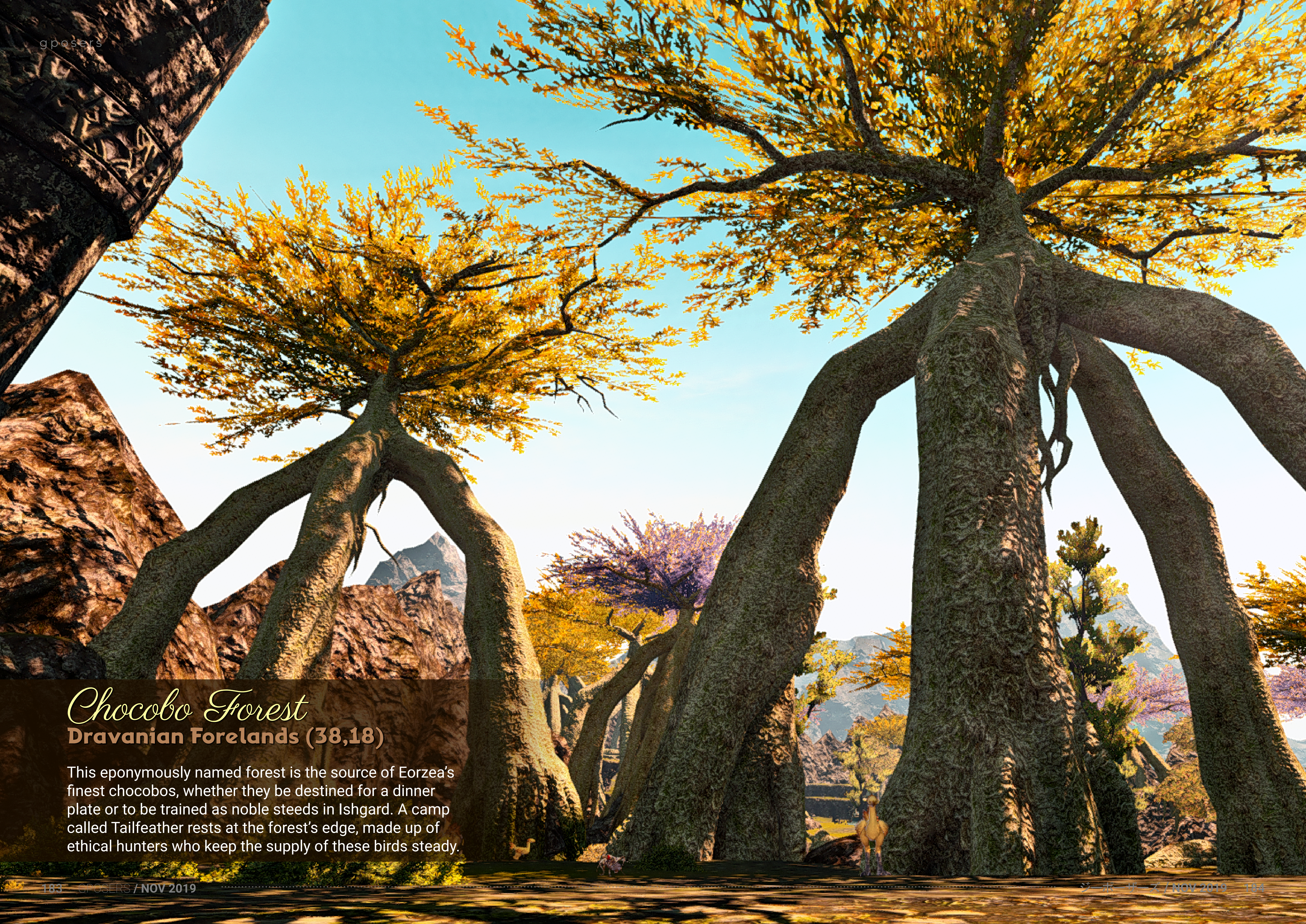
Sometimes lines should use a few emotes. Sometimes lines should have the emote from the previous line bleed into it—either a long emote and a short line, or a persistent emote. Like /scheme, perhaps. But it looks very, very virtual and not very immersive if you just do an emote the second your character opens their mouth and then they just stand there for a few seconds doing nothing, then they say more words and another emote happens.

Zaynava is available to anyone looking for coaching in the game, whether it is for film, stage plays, events, contests, roleplay, you name it! You can contact her on Discord at Zaynava#4501.

A Starlight Carol will be performed by Stellazzio Virtual Theatre on Diabolos world this December from Friday the 6th to Sunday the 8th.

DISCORD.GG/RZZTM4M

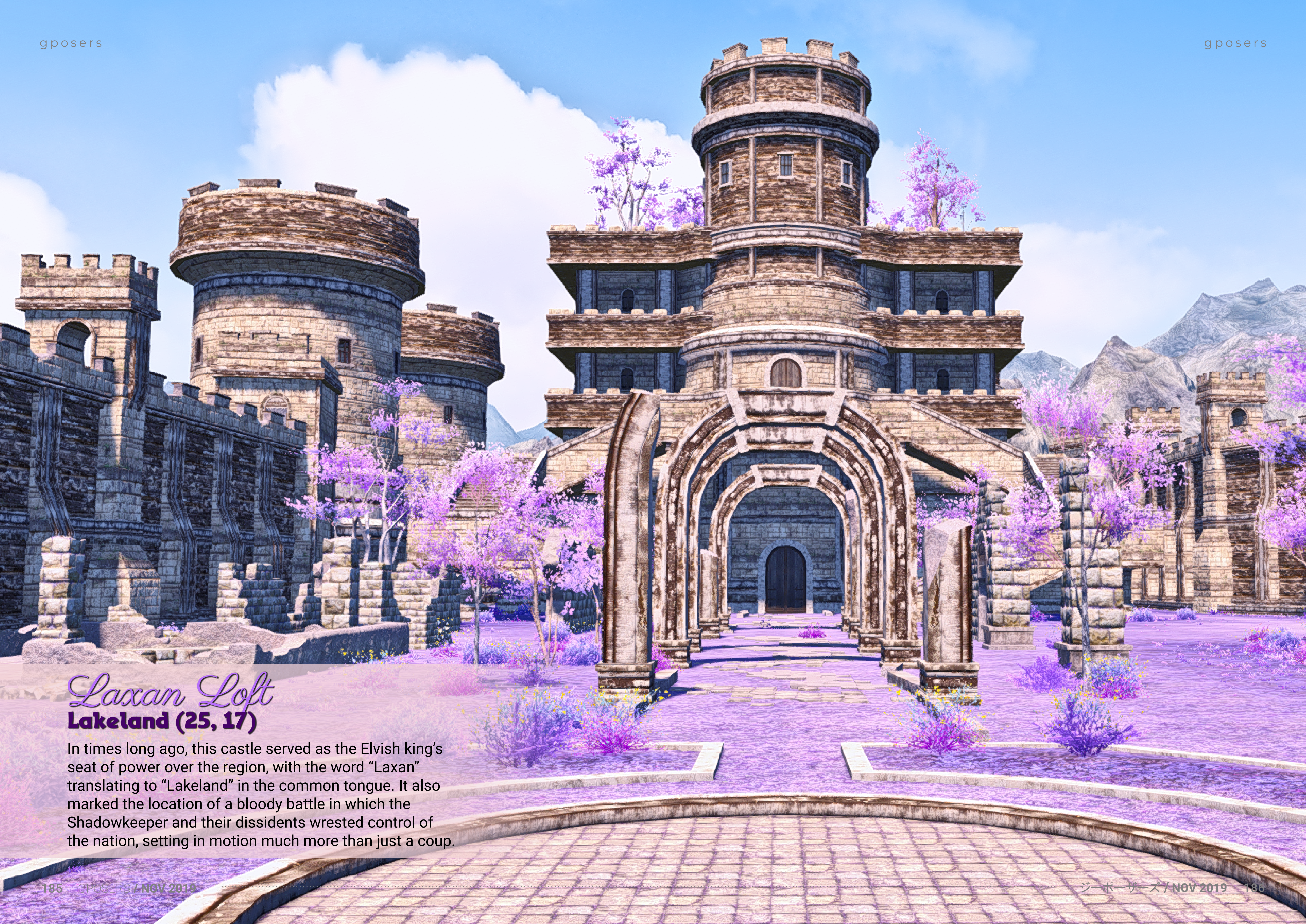
Hidden Gems



Chocobo Forest

Dravanian Forelands (38,18)

This eponymously named forest is the source of Eorzea's finest chocobos, whether they be destined for a dinner plate or to be trained as noble steeds in Ishgard. A camp called Tailfeather rests at the forest's edge, made up of ethical hunters who keep the supply of these birds steady.



Laxan Loft

Lakeland (25, 17)

In times long ago, this castle served as the Elvish king's seat of power over the region, with the word "Laxan" translating to "Lakeland" in the common tongue. It also marked the location of a bloody battle in which the Shadowkeeper and their dissidents wrested control of the nation, setting in motion much more than just a coup.

The Sunken Destroyer

The Lochs (19, 18)

This sunken but still impressive statue was originally constructed in order to solidify The Fist of Rhalgr as Ala Mhigo's state religion. It was not to last, however, as after a time the Mad King Theodoric felt the monks were a threat to his rule, ordering their deaths and the destruction of everything related to them.

FULL-TIME PHOTOSHOP WITH SENPAI

W/ CHROMATIC ABBERATION

DIFFICULTY: EASY AS PIE

Hello GPOSERS! It is time once again for a Photoshop guide from yours truly! We've got another simple edit today, but it produces a really neat effect. It's called chromatic aberration. "But Senpai, what exactly is chromatic aberration?" I hear you ask. I'm here to answer: In photography terms, chromatic aberration is the failure of a lens to focus all colors to the same point. What does this mean in Photoshop terms? A really neat glitch/3D effect. You may have seen this edit from time to time on Tumblr, Twitter, or even Instagram. Today, I'll be showing you an easy way to recreate the said effect.

This was shown to me by our lovely designer Yomigami Okami, so if you like this effect, be sure to tell her how awesome she is.

STEP 1

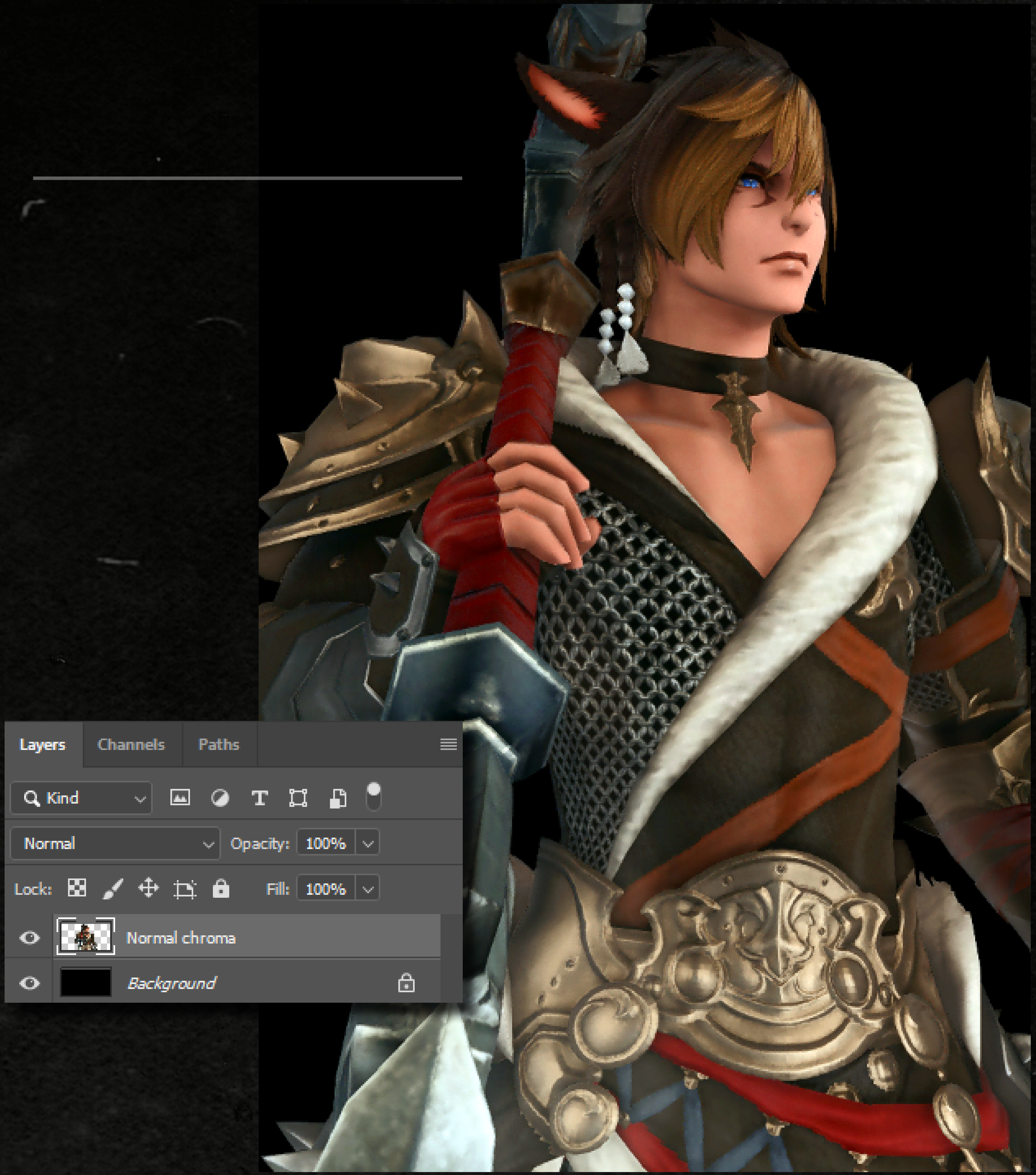
SEPARATE OBJECT FROM BACKGROUND

This effect does require a little bit of set-up, so let's go through that now.

You'll want to separate your subject from the background into its own layer. You can do this however you choose, be it the **QUICK SELECTION** tool or **PEN** tool.

I used a shortcut within GShade, using the ChromaKey technique to create a greenscreen of my character. Once you have your subject separate from the background, press **CTRL+J**.

Then, slap a black (or color of your choice) background behind it via **LAYER -> NEW FILL LAYER -> SOLID COLOR.**

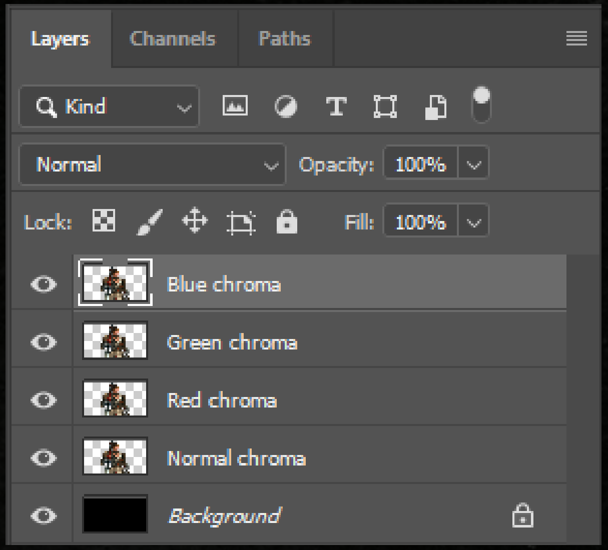


Normal
Opacity: 100%
Fill: 100%
Normal chroma
Background

STEP 2

LAYERING

With your subject layer selected, make 3 copies of it with **CTRL+J**. Name each of them "Red chroma", "Green chroma", and "Blue chroma" respectively. This will help us with our next couple steps.



Normal
Opacity: 100%
Fill: 100%

Blue chroma
Green chroma
Red chroma
Normal chroma
Background

🟦

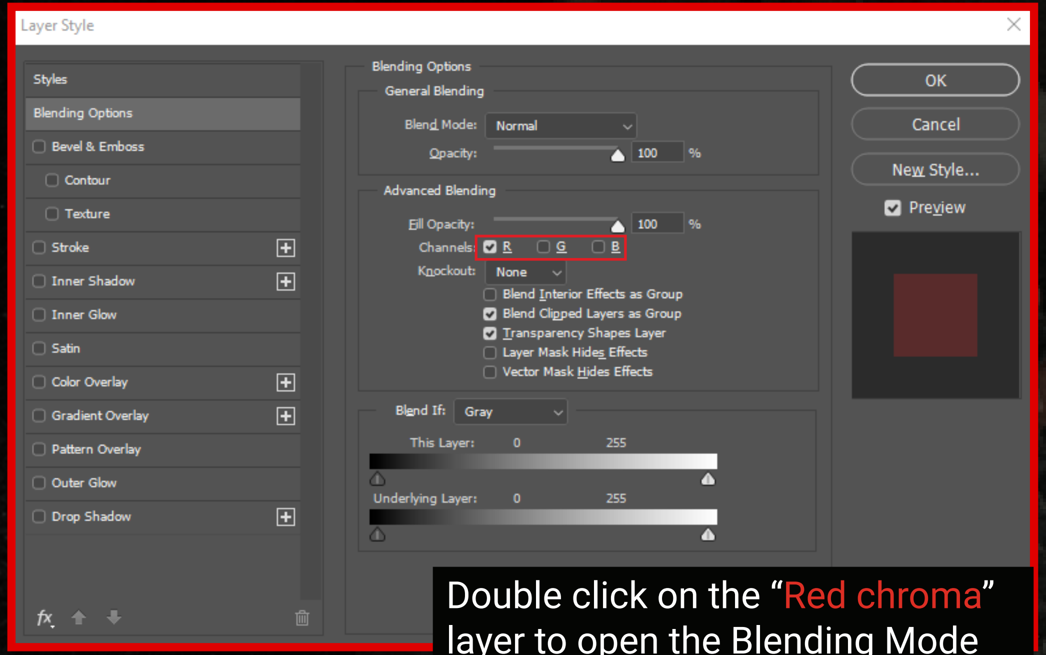
🟩

🟥

STEP 3-5

BLENDING MODE

These next few steps are all the same, so I'll condense it into one (kinda) long step. In short, we'll want to set each layer's color profile via the Blending Mode window. To open this window, double-click on the right half of the layer in the layer panel. Let's start with red:


Layer Style
Styles
Blending Options
Bevel & Emboss
Contour
Texture
Stroke
Inner Shadow
Inner Glow
Satin
Color Overlay
Gradient Overlay
Pattern Overlay
Outer Glow
Drop Shadow
OK
Cancel
New Style...
☑ Preview

Blending Options
General Blending
Blend Mode: Normal
Opacity: 100 %
Advanced Blending
Fill Opacity: 100 %
Channels: ☑ R ☐ G ☐ B
Knockout: None
☐ Blend Interior Effects as Group
☑ Blend Clipped Layers as Group
☑ Transparency Shapes Layer
☐ Layer Mask Hides Effects
☐ Vector Mask Hides Effects
Blend If: Gray
This Layer: 0 255
Underlying Layer: 0 255

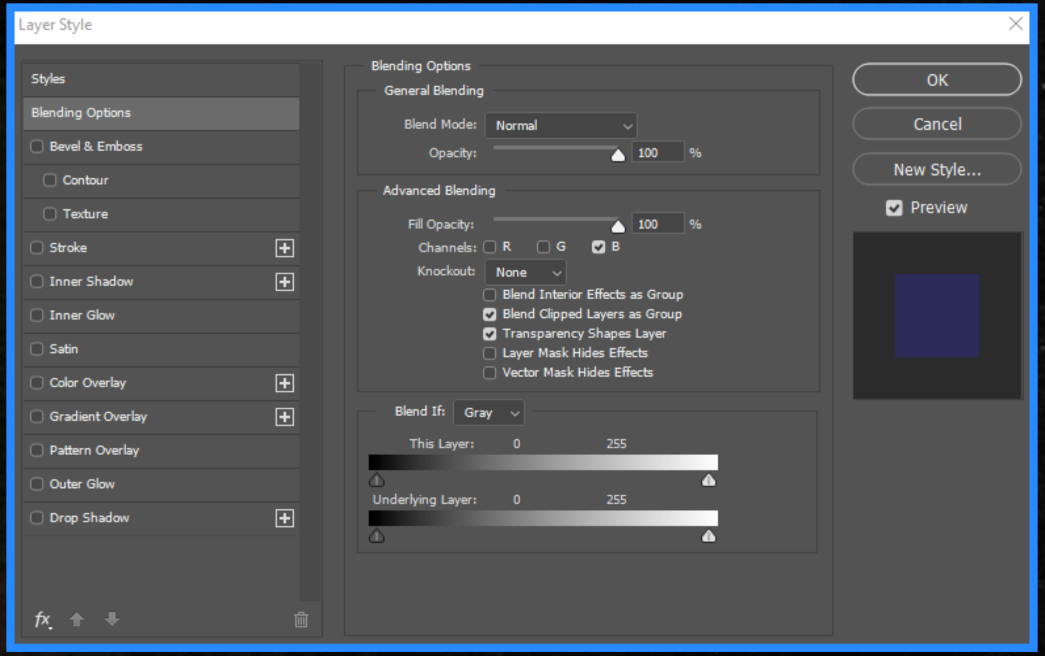
Double click on the "Red chroma" layer to open the Blending Mode window.

☑ R ☐ G ☐ B

Within the window, in the tab **BLENDING OPTIONS -> ADVANCED BLENDING**, you'll see three boxes checked with R, G, and B. Since this is the red chroma layer, we'll want to uncheck G and B.

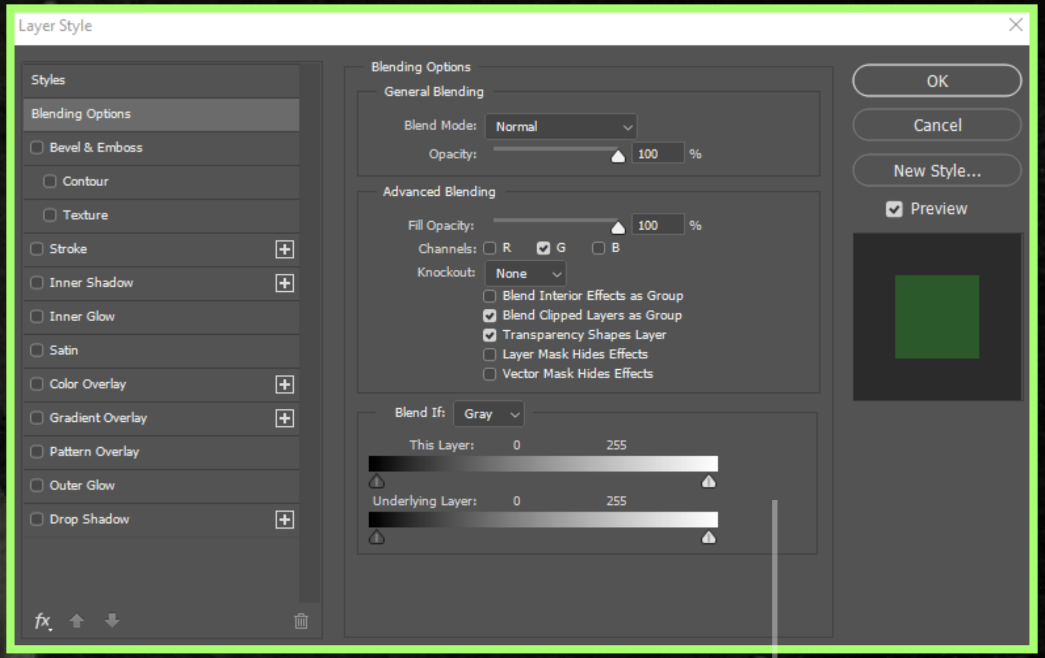
Click **OK** and that's the red layer sorted!

BLUE CHROMA LAYER


Layer Style
Styles
Blending Options
Bevel & Emboss
Contour
Texture
Stroke
Inner Shadow
Inner Glow
Satin
Color Overlay
Gradient Overlay
Pattern Overlay
Outer Glow
Drop Shadow
OK
Cancel
New Style...
☑ Preview

Blending Options
General Blending
Blend Mode: Normal
Opacity: 100 %
Advanced Blending
Fill Opacity: 100 %
Channels: ☐ R ☐ G ☑ B
Knockout: None
☐ Blend Interior Effects as Group
☑ Blend Clipped Layers as Group
☑ Transparency Shapes Layer
☐ Layer Mask Hides Effects
☐ Vector Mask Hides Effects
Blend If: Gray
This Layer: 0 255
Underlying Layer: 0 255

GREEN CHROMA LAYER


Layer Style
Styles
Blending Options
Bevel & Emboss
Contour
Texture
Stroke
Inner Shadow
Inner Glow
Satin
Color Overlay
Gradient Overlay
Pattern Overlay
Outer Glow
Drop Shadow
OK
Cancel
New Style...
☑ Preview

Blending Options
General Blending
Blend Mode: Normal
Opacity: 100 %
Advanced Blending
Fill Opacity: 100 %
Channels: ☐ R ☑ G ☐ B
Knockout: None
☐ Blend Interior Effects as Group
☑ Blend Clipped Layers as Group
☑ Transparency Shapes Layer
☐ Layer Mask Hides Effects
☐ Vector Mask Hides Effects
Blend If: Gray
This Layer: 0 255
Underlying Layer: 0 255

STEP 6

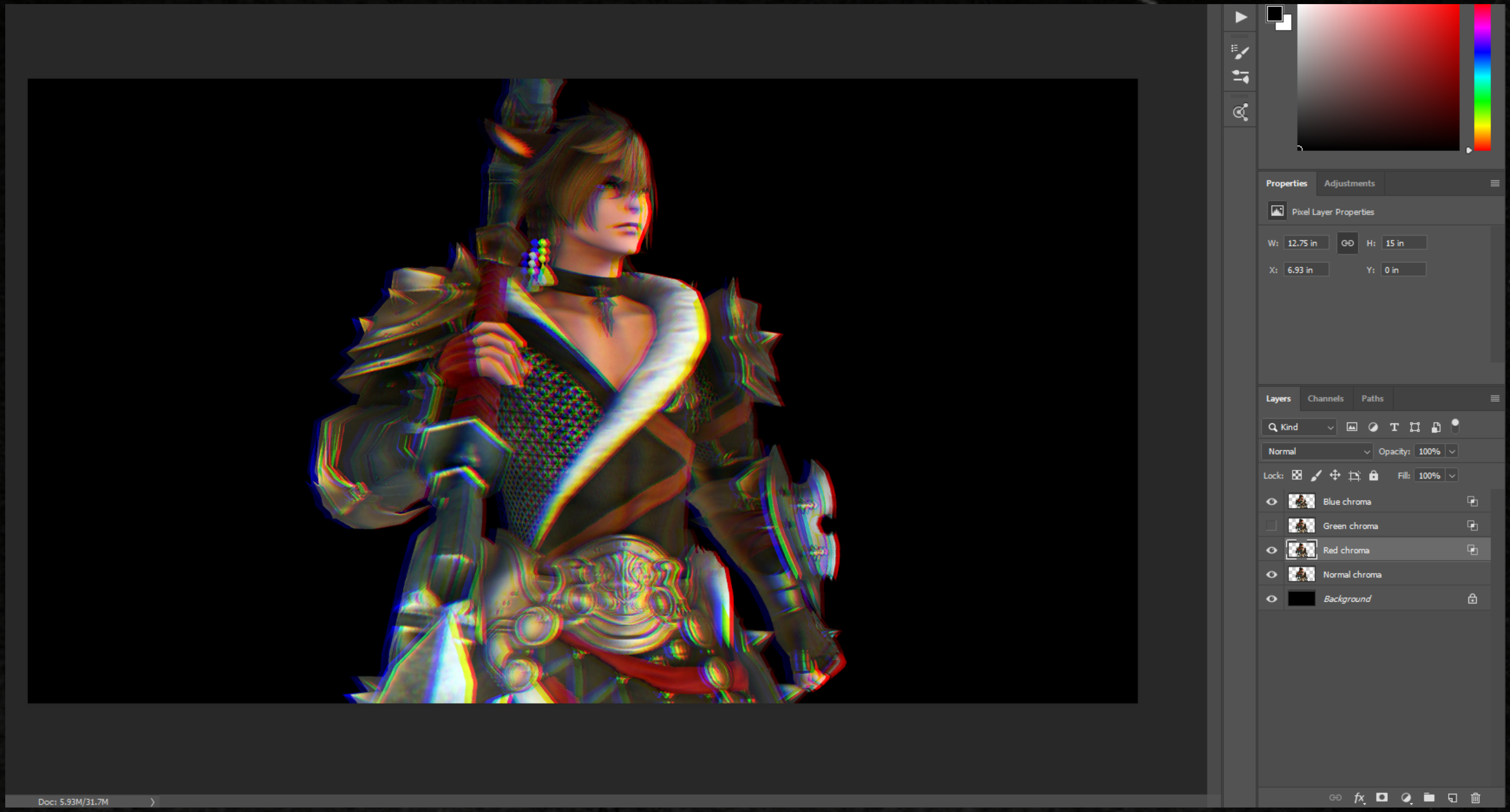
CREATE ABBERATION

Here comes the fun part: making the effect visible.

To do this, we'll want to select a chroma layer (in this case red) and with the **MOVE TOOL (V)** selected, press the **LEFT/RIGHT ARROW KEYS** to move the layer left or right, and you'll begin to see the effect come into play.

Do this for each chroma layer until you're happy with the result. You can make the effect stand out as much or as little as you want. Turn off and on some layers to see what aberration combination you like.

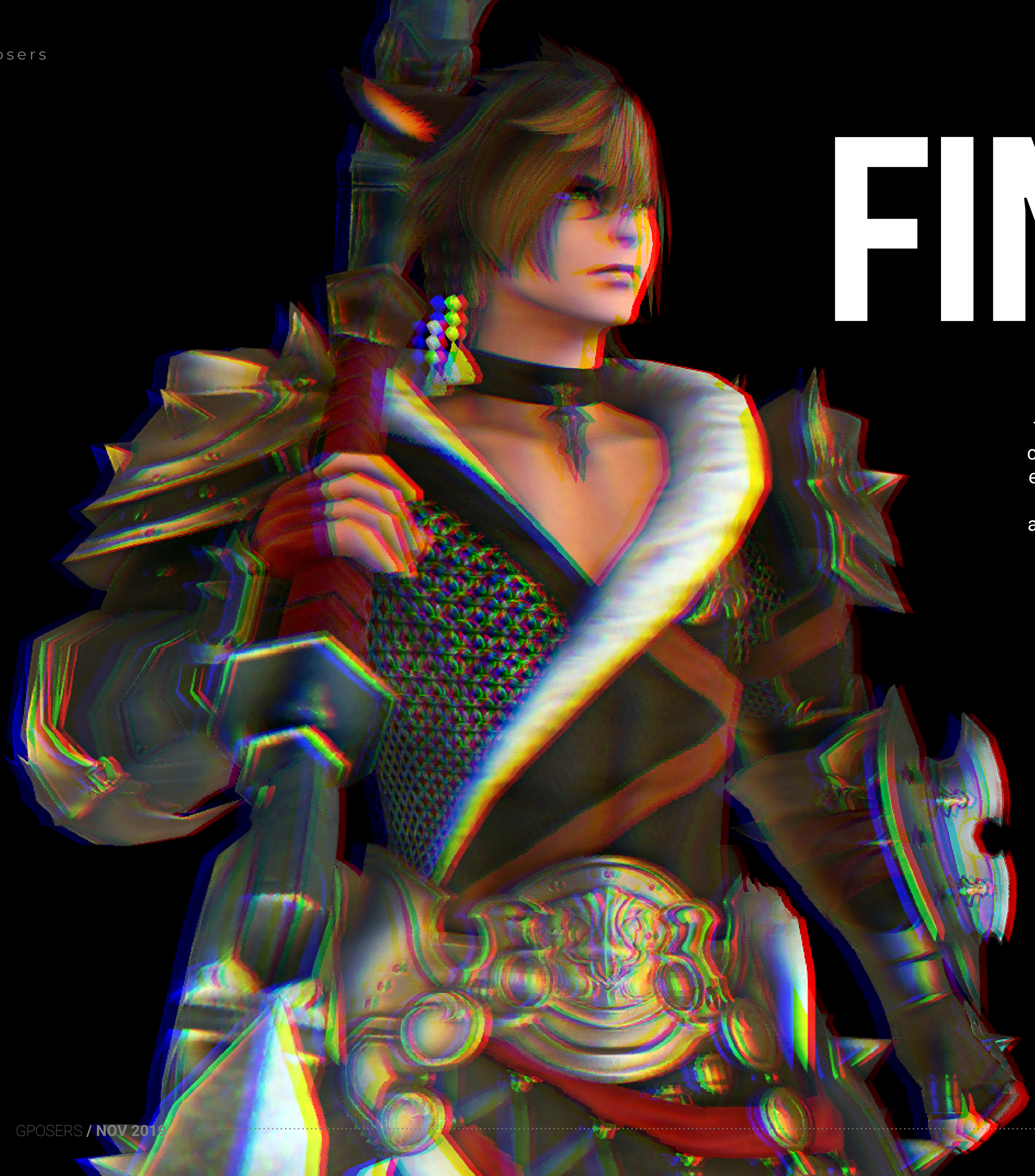
I personally went with the classic blue and red 3D effect, turning off my "Green chroma" layer.


Properties
Adjustments
Pixel Layer Properties
Layers
Channels
Paths
Kind
Lock:
Doc: 5.93M/31.7M

W: 12.75 in
H: 15 in
X: 6.93 in
Y: 0 in

Normal
Opacity: 100%
Fill: 100%

Blue chroma
Green chroma
Red chroma
Normal chroma
Background



FINALE

That's all there is to it! It's a pretty neat effect that can add a bit of dynamism to your screenshots, or even serve as the starting point of an actual glitch edit. Hopefully you all found this easy to follow, and if you do attempt this edit, share with me your results in the GPOSERS Discord! Until next time!

Full-time Senpai

staff introductions

NAMI RIN

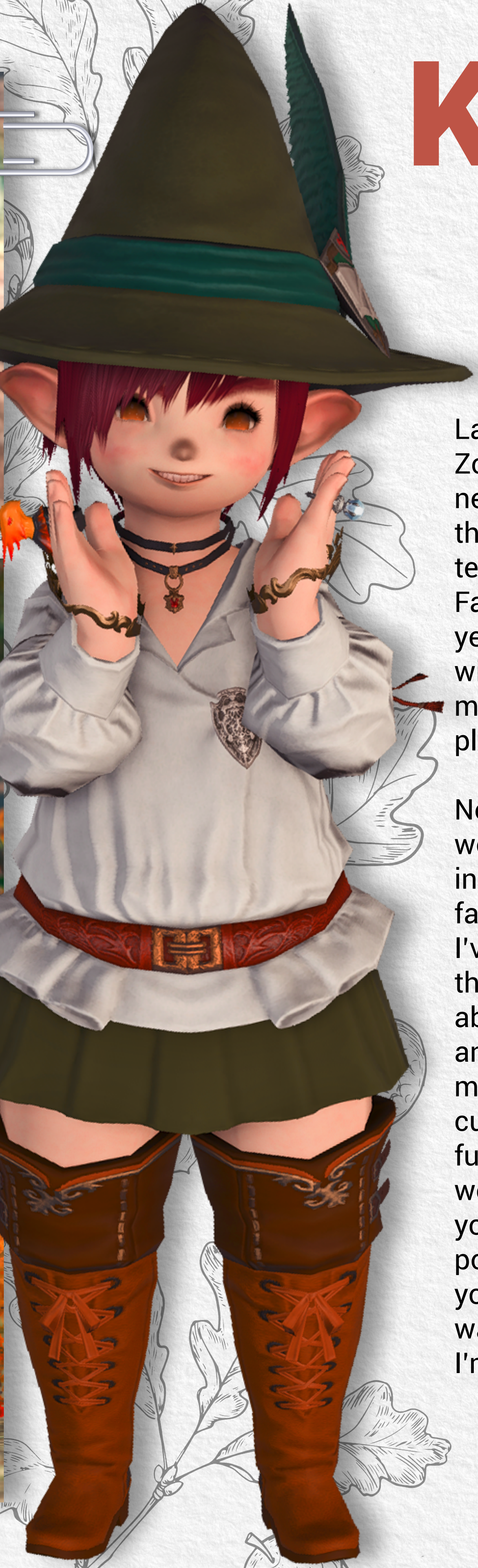
DESIGNER
MALBORO

Hello! My name is Nami Rin from Malboro. As of late October, I'll be starting my new life with the GPOSERS magazine as a layout designer. My ethnicity is Hmong, which originates from Thailand and Laos, but I've studied Japanese for roughly 4 years now. People know me as the Asian shortie due to me being 4'11" at the age of 20.

I've been playing Final Fantasy XIV for almost a year now. Started initially as a Lalafell, but then moved onto other races—and I will admit—I have a massive fantasia addiction. Almost every week you'll see me as someone else entirely. In terms of what I do in XIV, I usually do savage raids, roleplay, submit glamours to Eorzean Collection, photography, and work on projects within the community.

Before I played XIV, other games which I have played include League of Legends, Osu!, Overwatch, Rings of Elysium, Maplestory 1 & 2, and Dead by Daylight. Some of my hobbies include watching anime, playing games, listening to music, live streaming, digital art, dressing up, cosplaying, singing, editing, web designing, animating, shopping, attending anime conventions, and posting memes on discord.

I'm very committed when it comes to starting my own projects and seeing the success and positive feedback I receive from it. A great example would be my roleplay business in Malboro. I am the owner of a fashionable nightclub called Playboy Mansion. I'd like to think that we're one of the fanciest in the Crystal datacenter with the highest-quality appeal towards our audience. I strive to see the same positive results when being a part of GPOSERS as well!



KIGGLE PIN

ARTIST, DESIGNER

ZODIARK

Lali-ho! I'm Kiggle Pin from Zodiark, and I am one of the new staff members joining the GPOSERS designer team! I started playing Final Fantasy XIV around two years ago after falling in love with the fat chocobo (and its mount music!), and haven't played another game since.

Now you are probably wondering about these incredible growths on my face: my godlike eyebrows. I've always been a lover of thick eyebrows, so being able to play as a constantly angry Lalafell really made the game (and the cutscenes) a whole lot more fun. I also have a strong weakness for piggies, so if you see any articles with porxies in the background you can safely assume it was probably my influence! I'm not sorry.

I mostly spend my time in-game collecting as many minions and titles as possible, as well as any other obnoxiously big hats that I find in my travels. Other than XIV, my hobbies include illustrating a lot of cute creatures and characters, and watching my partner get infuriated at video games.

So if you see a Lalafell with stunning eyebrows, make sure to say hello! Despite my appearance, I am friendly and love a good /pet.

Designers

Digital Artists

Proofreaders

GPOSERS IS RECRUITING

Interested in joining the GPOSERS Staff Team? Inquire about our many roles and positions, and come join the bright group of editors and content creators as we continue as a community!

CONTACT GPOSERS:

Hatash
Hyrunashi
HYPERION